

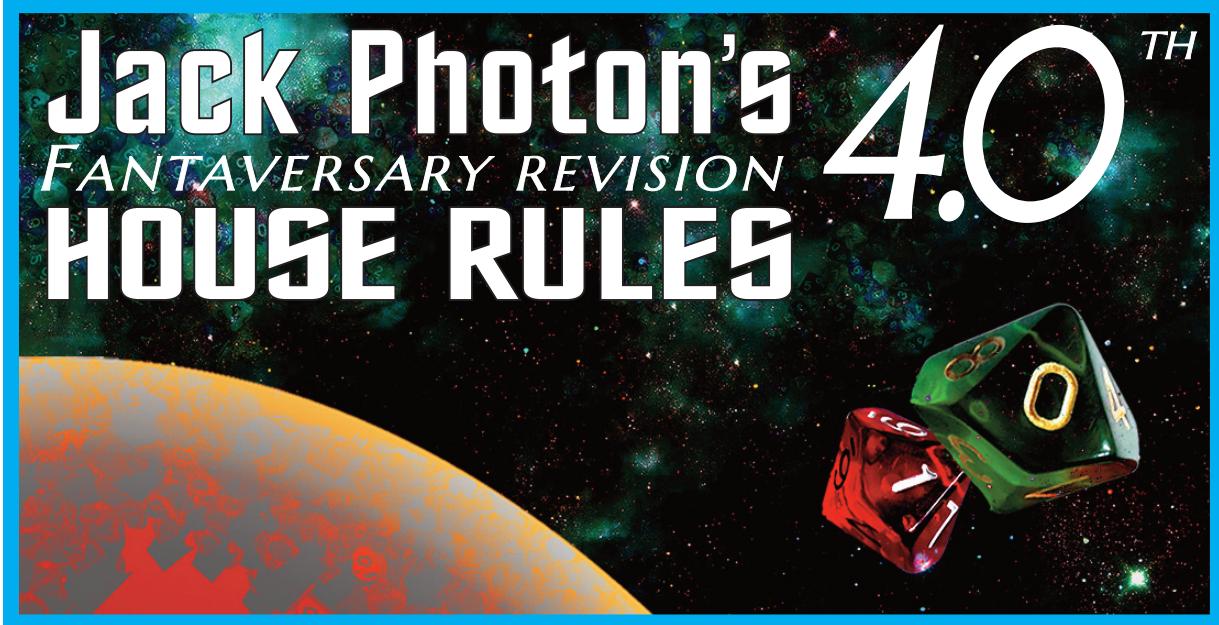
STAR TREKTM

40TH

1983 - 2023

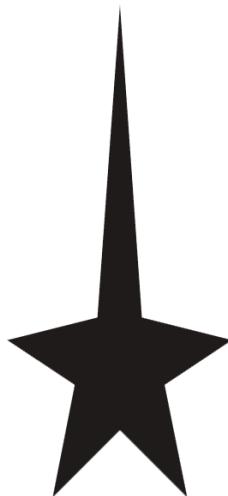
FOR USE WITH
FASA
GAME SYSTEM

A GAME FOR ROLEPLAYING
ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN

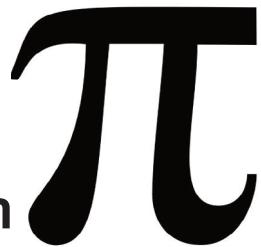


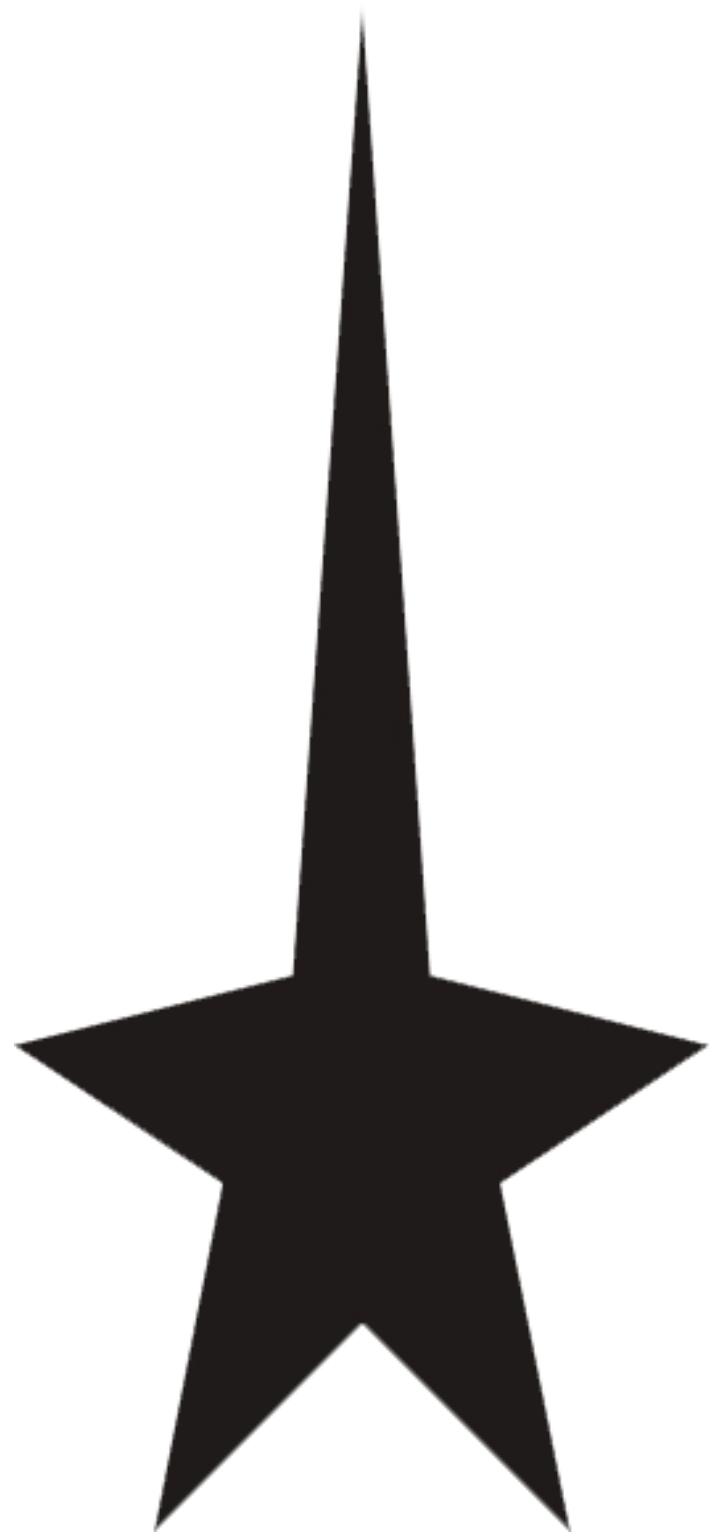
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NPC PACK: COMMAND



- Two Admirals
- Three Commodores
- Five Captains
- Three Commanders
- Two Lt. Commanders
- Four Diplomats
- One Intelligence Agent
- Five Blanks for your Campaign





Jack Photon's
4.0TH FANTAVERSARY REVISION

STAR TREKTM
40TH
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023



21st Century
HOUSE
RULES
for 23rd Century Gaming

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Notes

Deciding where to draw the line on character particulars was difficult.

On the one hand, I don't want to constrain anyone to hair color and such minimal-to-irrelevant details. At the same time, minutia such as that is just about the last thing you the GM need to concern yourself with -unless it's relevant to your story points.

Thus, as with all gaming items, change what you wish to suit the purposes you need at hand. Raise/lower numbers, change names, heights and identities to your ends.

There are two details that are deliberately left blank. The Date of Birth and Current Assignment are open so that you, dear GM, may backdate the character to your game year and assign the requisite station.

Dreams and history descriptors were off-the-cuff based on comparing life path, term assignments, durations, efficiency ratings, medals and all that to create a simple story. You should be able to look at any given year of a character's life and generate a one-off tale for them to tell (such as the blade on Commodore Earls' cabin wall).

As to artwork, I wasn't going to include any at all as the time for 20 portraits times numerous supplements equals a lot of time or money paid out to an artist. However, my old artist pal T-Pi came across a so-called AI image generator and while the results tended to be on the mightmarish, some portraits were coaxed out of it.

Many if not all are modified slightly to heavily. There are no such things as 'Tellarites' for the program to work from, so it gets stuck on details like that and needs work-arounds and post editing. Lots of post-editing. The imagery thus generated is ©you, but there are some terms of service anyone who cares to look into can read. Regardless, all art work contained herein is ©2023 T Pi.

Dice on!
Jack Photon, 2023

PS. If printing this as one tome for binding, print pages 3-106, double-sided.
32lb plain white is this author's preferred paper.

Pages 1, 2 & 107, 108 are inner/outer covers.
Heavy, (48-72 lb) double-side gloss is suggested. Matte or other work fine too.

Even-pages should print on the left hand side
with odd pages on your right hand side.

Spine labels are available at www.jackphoton.space/html_jp40r/downloads.html

Name Nakla Mas

Personal Notes and Lifepath

Family

Homeworld: Tellar

Family Starfleet/Federation

Parents: Mother, Deceased

Childhood: Large City

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Civilian Friend

Cadet -

Term 1 Happy Romance

2 Enemy, Relative, Mutual, Lost face*

3 Trainer, +2 CHA

4 -

5 -

6 Headache -Ruffled Feathers

7 -

8 Current Term

9 -

10

History and Notes

Saw the transition from the old Class J starships to the Constitutions.

Lost his Father over an argument at his Mother's funeral. Never spoke again.

Sole tour in the Military saw ruffled feathers fly. Nevertheless, Mas earned a commendation for performance.

Dreams and Direction

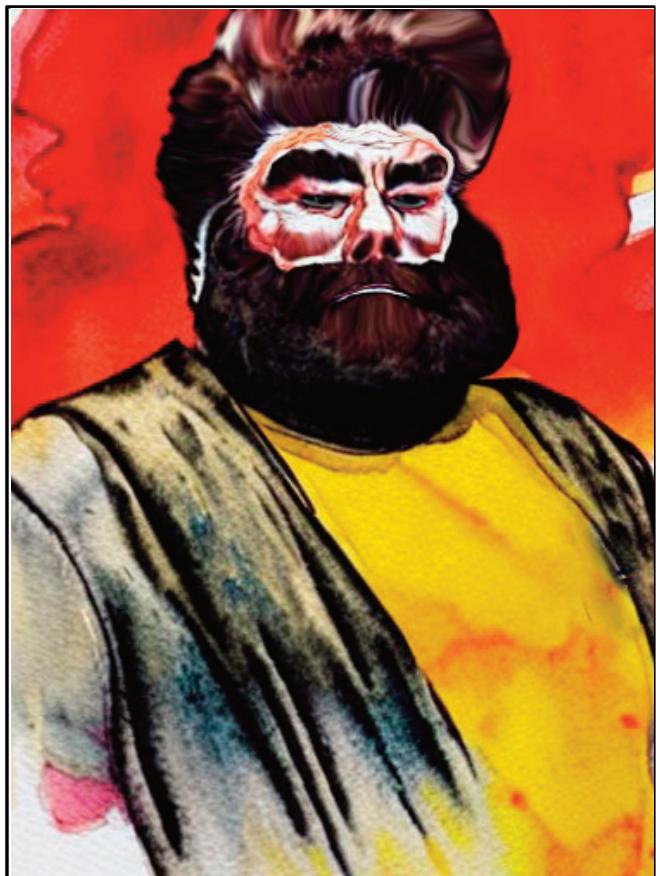
On retirement in 7yrs, will travel the known Federation on deep sea fishing expeditions with like-minded friends. Always has his ear open to a new fishing story.

Areas of Improvement	
Skills	Attribute
1 Carousing	STR
2 Leadership	
3 Negot/Diplo	

Awards and Honors

Cadet Grad High Honors / -

Term	Award
1	Decoration for Conspicuous Gallantry
2	-
3	-
4	-
5	-
6	Commendation
7	-
8	Current Term
9	-
10	-



STARFLEET OFFICER RECORD



ADMIRAL NAKLA MAS

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD					
	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY
1st						Passed
2nd						Honors
3rd						High Honors
4th						
5th						
6th						
ACTIVE DUTY				Term Length		
				Efficiency	Cadet Cruise	Grad High Honors / -
1st				5	AV	SF Dec for Consp Gallantry, Class J Starship
2nd				5	AV	Class J Starship
3rd				5	AV	Constellation, Maiden Voyage
4th				4	PO	-
5th	C			2		-
6th				5	AV	Commendation
7th				5	AV	-
8th				4		Current Assign, 2yrs into Term
9th						
10th						

NAME	Nakla Mas	AGE	55
SPECIES	P.O.B.	SEX	M
Tellarite	Tellar	HT	5'5
RANK	ADMIRAL	WT	200
BRANCH	HELM	HAIR	GRAY
ASSIGNMENT		EYES	BLUE
		D.O.B.	

230101.01

Personal/Family Notes

CREDITS
216k

Awards, Honorifics and Notes

STR	71	END	75	INT	75	DEX	60	CHA	72	COOL	60	LUC	53	PSI	01
FOOLIES (CHA+COOL)/2 round down	66	PERCEPTION (INT+LUC)/2 round down	64	FOCUS (INT+COOL)/2 round down	67	PERSEVERENCE (END+LUC)/2 round down	64	(INT+LUC)/2 round down	64						

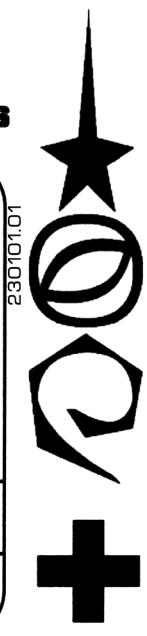
Administration	62	Demolitions	Medicine	Tellarite	10	ST Sensors	40
Anthrop		Disguise				ST Services	
		Ecology		Meteorology		ST Weapon Ops	68
Appraisal		Electronics		Negot/Diplomacy	49	ST Weapons Tech	
Archaeo		Enviosuit Ops		Oceanography		Stealth/Hide	
		Federation History	56	Pers Wpn Tech		Streetwise	
Art		Federation Law	54	Philosophy		Survival	
		Forgery					
Astron/Atrophys	53	Gaming	Physics		16	Track/Evade	
Biology		Gambling	Psych			Trade & Commerce	
Botany		Geology				Transporter Ops	
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech	
Burglary		History		Seduction		Trivia	28
Carousing				Shuttle Pilot			
Chemistry		Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	30	Sm Equip Tech	20	Vehicle Op	
Archaic		Interrogation		Sm Unit Tactics			
Knife Armed	10	Intimidate		Sports Deep Sea Fishing	46	Warp Drive Tech	26
H-T-H	25	Lang	Human	Spaceball	6	Zoology	
Modern	25					ST Cbt Tac/Str	52
Computer Op	30	Law				ST Comm Proc	31
Computer Tech						ST Comm Tech	
Culture		Leadership	62			ST Engineering	20
		Life Support Tech				ST Helm	25
Dmg Ctrl Proc	18	Materials Science				ST Navigation	60
Def Shield Tech	30	Mechanics				ST Security	10

ACTION POINTS		NATURAL 75	WOUND	FATIGUE	STUN	LUC Pool 53	PSI Vector 49	rd ((INT+CHA+PSI)/3)
1	UNCONSCIOUS	CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL	PSI Pool	NATURAL
2	UNCONSCIOUS	SAVE (END/2 rd)						
3	UNCONSCIOUS	SAVE (END/2 rd)	37					
4	UNCONSCIOUS	SAVE (END/4 rd)	18	BARE HAND DAMAGE... <u>1d10+5</u>	SKILL BONUS....+ <u>1</u>	TOTAL....= <u>1d10+6</u>	TO HIT TABLE (SKILL + DEX)/2 = TOHIT DMG	
5	UNCONSCIOUS	SAVE (END/10 rd)	7	<u>WEAPON DAMAGE</u>			Modern..... <u>25</u> <u>60</u> <u>42</u>PER SETTING	
6	UNCONSCIOUS	Action Point Table	A Opportunity Action				H-T-H..... <u>25</u> <u>60</u> <u>42</u> <u>1d10+6</u>	
7	UNCONSCIOUS	Position Change					knife .. <u>10</u> .. <u>60</u> .. <u>35</u> .. <u>2d10+4</u>	
8	UNCONSCIOUS	Movement						
9	UNCONSCIOUS							
10	UNCONSCIOUS							
Equipment and Weapon Use							To-Hit Modifiers	
							Target Modifiers	
		A Turn in Place					Dice Mod	
		Stand-to-Sit or reverse					Range	
		A Stand-to-Kneel or reverse					Point-Blank	
		A Kneel-to-Prone or reverse					Short	
							Medium	
							Long	
							Extreme	
		Movement					Size	
		Walk 1sq orthogonal					Very Small	
		diagonal					Small	
		Evade 1sq orthogonal					Man-size	
		diagonal					Large	
		Crawl 1sq orthogonal					Specific Location	
		diagonal					Position	
		Run for full Turn					Standing	
		Climb Stairs or Ladder					Crouched	
		Climb Rope					Prone	
		Swim					Concealment	
		Equipment and Weapon Use					$\leq 1/3$	
		A Short Communication					0	
		Draw and Ready Device					1/3 - 2/3	
		A Operate Familiar Device					+10	
		Draw and Ready Weapon					2/3 \geq	
		Aim Weapon					+30 or more	
		A Quick-Draw and Fire					Movement	
		A Fire Ready Weapon					Stationary	
		A Throw Ready Weapon					Moving	
		Adjust Weapon Settings					Running	
		Reload Weapon					Attacker Modifiers	
		Combat and Emergency Evasion					Aiming	
		A Attack					Aimed Shot	
		A Parry/Defend					-25	
		A Dodge					Snapshot	
		A Duck Thrown Weapon					0	
		A Hide in Same Square					Quick-Draw/Shoot	
		A Hide in Adjacent Square					+25	
		A Roll Sideways					Wrong-Hand	
		A Drop-to-Ready					+20	
		A Drop-to-Prone					Simultaneous Attacks	
		A Dive to Prone					+10 each	
		A Dive Roll					Movement	
		Flying Tackle					Stationary	
		Terrain Modifiers					Moving	
		Clear, Road or Path					Running	
		Hills, Light Vegetation					Evading	
		Swampy, Rocky, Hvy Veg					Vulcan Nerve Pinch	
		Cliffs, Rough Terrain					Target is:	
							Die Mod	
							Totally Unawares	
							-30	
							Surprised or Distracted	
							-20	
							Alert and Aware	
							+20	
							Aware of the Technique	
							+40	

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	Nakla Mas	AGE	55	STR	C	Top Skills	
SPECIES	P.O.B.	SEX	M	END	C	1. ST Wpn Op, D	
Tellarite	Tellar	HT	5'5	INT	C	2. Leadership, D	
BRANCH	HELM	WT	200	DEX	D	3. Admin, D	
RANK	ADMIRAL	HAIR	GRAY	CHA	C	4. ST Helm, D	
CURRENT ASSIGNMENT		EYES	BLUE	COOL	D	5. Fed History, D	
		D.O.B.		LUC	D	...	
				PSI	H	Dept Y Head N	Cmd Y School N
				Contact Team Y Certified? F N			



Service Record

Honors

Grad High Honors
Decoration for Consp. Gallantry
Commendation



Assignments 33 Years Served

Cadet Exploration, 1yr
Term 1 Class J Starship, 5yrs
Term 2 Class J Starship, 5yrs
Term 3 Constellation, Maiden Voyage, 5yrs
Term 4 Starbase 8, 4yrs
Term 5 Command School, 2yrs
Term 6 Military, 5yrs
Term 7 Starbase 23, 5yrs
Term 8 Current Assign, 2yrs into 4yr Term
Term 9
Term 10

Name Conrad Hamden

Personal Notes and Lifepath

Family

Homeworld: Moralia V

Small Research Biodomes Est. +12yrs prior

Family Common folk, Okay

Parents: Both Alive

Childhood: Confined Biodome

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy -

Cadet -

Term

- 1 Friend, Like grandparent
- 2 Fast Times
- 3 -
- 4 Happy Romance
- 5 Enemy, Underling, Mutual, Loss of Friend
- 6 Windfall +10k!
- 7 -
- 8 Enemy, SBStaff, Mutual, Desertion
- 9 Happy Romance
- 10 Current Term

History and Notes

Scrape after scrape, Conrad has the scars to prove where he's been. In term 5 Conrad's Grankite Order was earned at the cost of making an enemy when his command decision killed their mutual friend.

A tough call struck again when Conrad called to abandon stations, stranding several mates, only some of whom were later rescued. Conrad walked away with a Purple Heart and another enemy as news traveled across the Federation.

Areas of Improvement

Skills	Attribute
1 Leadership	DEX
2 ST Cbt/Tac Str	
3 Negot/Diplo	

Awards and Honors

Cadet Grad High Honors / -

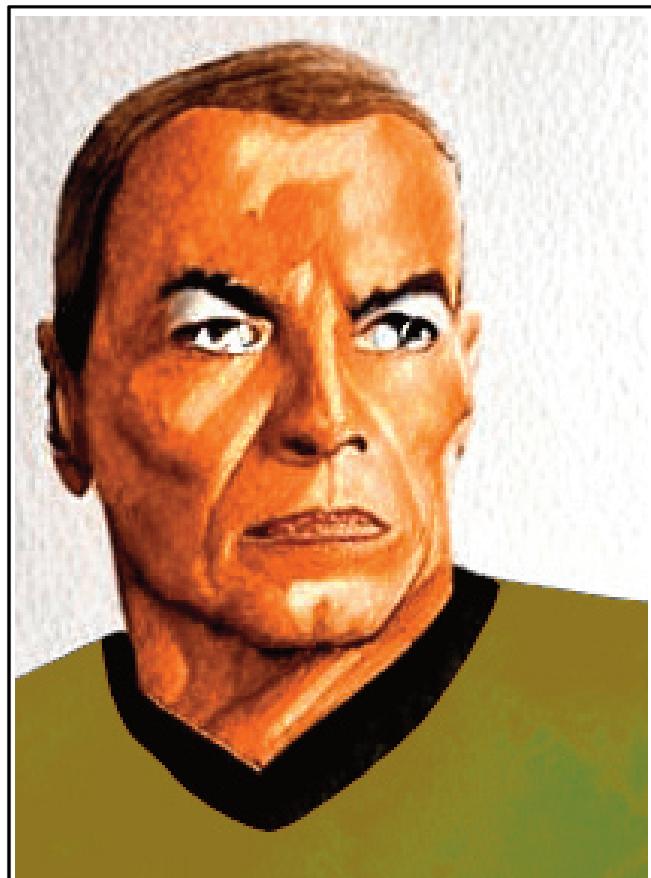
Term

- 1 -
- 2 Purple Heart, Scratch
- 3 Purple Heart x 2, Each = Scratch
- 4 Commendation
- 5 Grankite Order of Tactics
- 6 -
- 7 Purple Heart, Scratch
- 8 -
- 9 -
- 10 Current Term

Dreams and Direction

In Term 4 he met his spouse and their happy romance and marriage has continued for 30+ years now. They look forward to retiring to a quiet life in four years when Conrad's term ends; perhaps teaching local classes of some sort.

Where they settle remains to be seen. The Federation grows larger with every day.

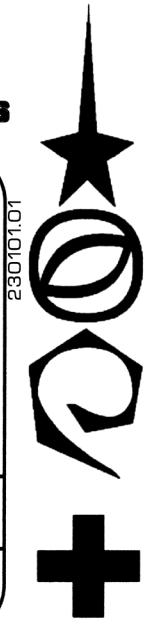


ACTION POINTS		NATURAL 60	WOUND	FATIGUE	STUN	LUC Pool 55	PSI Vector 60	rd		
1	UNCONSCIOUS	CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL	PSI Pool	((INT+CHA+PSI)/3)		
2	UNCONSCIOUS	SAVE (END/2 rd)								
3	UNCONSCIOUS	SAVE (END/2 rd)	30							
4	UNCONSCIOUS	SAVE (END/4 rd)	15	BARE HAND DAMAGE ... <u>1d10+5</u> SKILL BONUS+ <u>0</u> TOTAL= <u>1d10+5</u>			TO HIT TABLE (SKILL + DEX)/2 = TOHIT DMG			
5	UNCONSCIOUS	UNC (END/10 rd)	6	WEAPON DAMAGE STR BONUS+ <u>2</u> SKILL BONUS+ <u>0</u> TOTAL= <u>2</u>			Modern..... <u>15</u> <u>65</u> <u>40</u> PER SETTING			
6	Action Point Table		A Opportunity Action		H-T-H <u>15</u> <u>65</u> <u>40</u> <u>1d10+5</u>					
7	Position Change		A Turn in Place		Club <u>10</u> <u>65</u> <u>36</u> <u>2d10+2</u>					
8	A Stand-to-Sit or reverse		A Stand-to-Kneel or reverse							
9	A Kneel-to-Prone or reverse									
10	Movement									
	Walk 1sq orthogonal		1							
	diagonal		1.5							
	Evade 1sq orthogonal		2							
	diagonal		3							
	Crawl 1sq orthogonal		2							
	diagonal		3							
	Run for full Turn		1/2 all AP							
	Climb Stairs or Ladder		2x AP							
	Climb Rope		3x AP							
	Swim		2x AP							
	Equipment and Weapon Use									
	A Short Communication		1							
	Draw and Ready Device		2							
	A Operate Familiar Device		2							
	Draw and Ready Weapon		2							
	Aim Weapon		2							
	A Quick-Draw and Fire		3							
	A Fire Ready Weapon		1							
	A Throw Ready Weapon		1							
	Adjust Weapon Settings		2							
	Reload Weapon		2							
	Combat and Emergency Evasion									
	A Attack		min. 3							
	A Parry/Defend		min. 2							
	A Dodge		min. 3							
	A Duck Thrown Weapon		2							
	A Hide in Same Square		1							
	A Hide in Adjacent Square		4							
	A Roll Sideways		2							
	A Drop-to-Ready		1							
	A Drop-to-Prone		0							
	A Dive to Prone		2							
	A Dive Roll		4							
	Flying Tackle		min. 4							
	Terrain Modifiers									
	Clear, Road or Path		1x AP							
	Hills, Light Vegetation		2x AP							
	Swampy, Rocky, Hvy Veg		3x AP							
	Cliffs, Rough Terrain		2x - 4x AP							

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

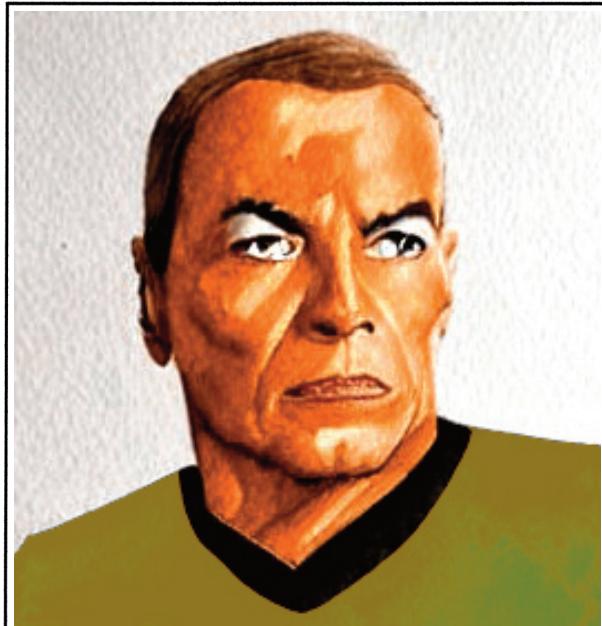
NAME	CONRAD HAMDEN	AGE	58	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. St CbtTac, C	
Human	Moralia V	HT	5'10	INT	C	2. Leadership, C	
BRANCH	NAV	WT	175	DEX	D	3. Fed History, D	
RANK	ADMIRAL	HAIR	BLACK	CHA	C	4. ST Helm, D	
CURRENT ASSIGNMENT		EYES	GRAY	COOL	D	5. Cltr: Klingon, E	
		D.O.B.		LUC	D	...	
				PSI	F	Dept	Y
				Head		Cmd	Y
				School		N	N
				Contact Team		Y	F
				Certified?		N	



Service Record

Honors

Grad High Honors
Grankite Order of Tactics
Purple Heart
Purple Heart
Purple Heart
Purple Heart
Commendation



γ
π

Assignments 36 Years Served

Cadet Military, 1yr
Term 1 Command School, 2yrs
Term 2 Starship, Class J, 5yrs
Term 3 Starship, Class J, 5yrs
Term 4 Constellation, 2yr Shakedown + 2yr Maiden Voyage
Term 5 Exploration, 5yrs
Term 6 Exploration, 4yrs
Term 7 Colonization, 3yrs
Term 8 Republic, 4yrs
Term 9 Military, 4yrs
Term 10 Current Assign, 1 year into 5yr Term

Name William "Bill" Ravvers

Family

Homeworld: Timidity, Sm Colony World, Terraformed

Family Common Folk, Okay

Parents: Both Alive

Childhood: On the Street

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Romance w/Probs, Bill is jealous

Cadet -

Term

- 1 -
- 2 Happy Romance
- 3 Fast Times
- 4 Romance, Probs, Bill's friends hate
- 5 " " " " seek split
- 6 Romance, Incompatible
- 7 Current Term
- 8
- 9
- 10

History and Notes

Bad luck in love, time after time. After the break-up in Term 6, Bill began traveling with personal staff and has become known for his indulgence in epicurean extravagances. There is no dish in the Federation that Bill's personal chef's can't bring to his table.

Dreams and Direction

Live large and generously by sharing enjoyment while it is to be availed upon.

Personal Notes and Lifepath

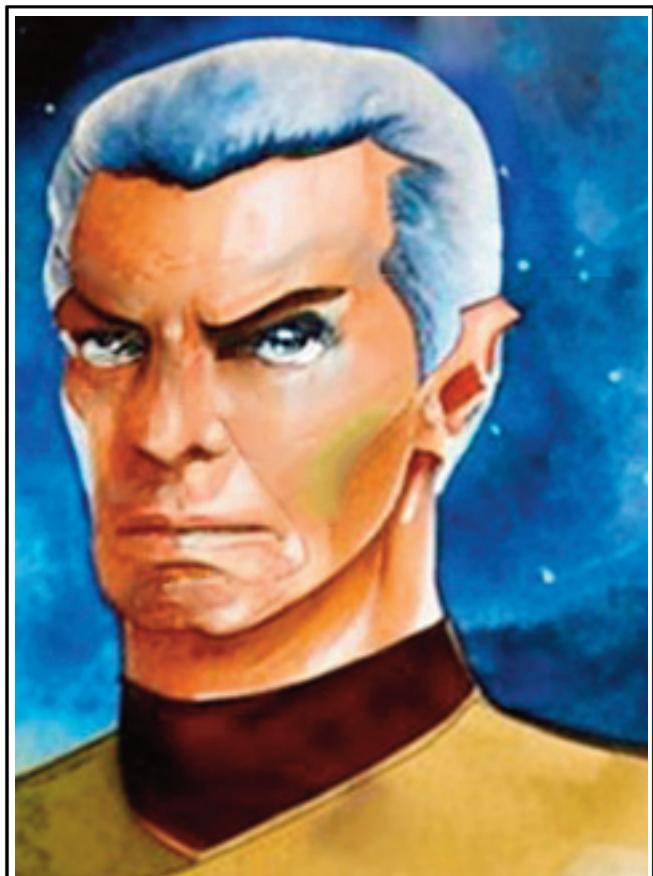
Areas of Improvement	
Skills	Attribute
1 Carousing	DEX
2 Negot/Diplo	
3 Fed Gourmet	

Awards and Honors

Cadet Grad High Honors, Commendation

Term

- 1 Dec for Consp Valor
- 2 Citation for Valor
- 3 -
- 4 -
- 5 -
- 6 -
- 7 Current Assign, 4yrs into Term
- 8
- 9
- 10



STARFLEET OFFICER RECORD



COMMODORE WILLIAM "BILL" RAVVERS

CADET CRUISE	SCHOOL (C) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	
								Passed Honors	High Honors
1st									
2nd									
3rd									
4th									
5th									
6th									

NAME	Bill Ravvers	AGE	47
SPECIES	P.O.B.	SEX	M
HUMAN	Timidity	HT	6'0
RANK	COMMODORE	WT	225
BRANCH	HELM	HAIR	PEPPER
ASSIGNMENT	MINOR COMM	EYES	GREEN
		D.O.B.	

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1st												
2nd												
3rd												
4th												
5th												
6th												
ACTIVE DUTY					Term Length							
					Efficiency	Cadet Cruise	Grad High Honors, Commendation, Farragut					
1st					5	AV	Dec for Consp Valor					
2nd					4	AV	Cit for Valor					
3rd	c				2	-						
4th					2	AV	-					
5th					4	AV	-					
6th					2	AV	-					
7th					5		Current Assign, 4yrs into Term					
8th												
9th												
10th												

STR	65	END	70	INT	75	DEX	65	CHA	70	COOL	65	LUC	92	PSI	13
FOOLIES (CHA+COOL)/2 round down	67	PERCEPTION (INT+LUC)/2 round down	83	FOCUS (INT+COOL)/2 round down	70	PERSEVERENCE (END+LUC)/2 round down	81	(INT+LUC)/2 round down	83						

Administration	<u>40</u>	Demolitions	<u> </u>	Medicine	<u>15</u>	ST Sensors	<u>30</u>
Anthrop		Disguise	<u> </u>			ST Services	<u>5</u>
		Ecology	<u> </u>	Meteorology	<u> </u>	ST Weapon Ops	<u>35</u>
Appraisal		Electronics	<u>5</u>	Negot/Diplomacy	<u>58</u>	ST Weapons Tech	<u> </u>
Archaeo		Enviosuit Ops	<u> </u>	Oceanography	<u> </u>	Stealth/Hide	<u> </u>
		Federation History	<u>30</u>	Pers Wpn Tech	<u> </u>	Streetwise	<u>45</u>
Art		Federation Law	<u>40</u>	Philosophy	<u> </u>	Survival	<u> </u>
		Forgery	<u> </u>				
Astron/Atrophys	<u>25</u>	Gaming	<u> </u>	Physics	<u> </u>	Track/Evade	<u> </u>
Biology		Gambling	<u> </u>	Psych	<u> </u>	Trade & Commerce	<u>57</u>
Botany		Geology	<u> </u>			Transporter Ops	<u>15</u>
Bribery		Hvy Wpns Op/Tech	<u> </u>	Scrounge	<u> </u>	Transporter Tech	<u> </u>
Burglary		History	<u> </u>	Seduction	<u> </u>	Trivia	<u> </u>
Carousing	<u>48</u>			Shuttle Pilot	<u>35</u>		
Chemistry	<u>16</u>	Holotechnology	<u> </u>	Shuttle Sys Tech	<u> </u>	Variable-G Ops	<u> </u>
Combat		Instruction	<u>30</u>	Sm Equip Tech	<u>10</u>	Vehicle Op	<u> </u>
Archaic		Interrogation	<u> </u>	Sm Unit Tactics	<u>15</u>		
Baton Armed	<u>10</u>	Intimidate	<u> </u>	Sports	<u> </u>	Warp Drive Tech	<u> </u>
H-T-H	<u>15</u>	Lang	<u>Andorian</u>	<u>12</u>		Zoology	<u> </u>
Modern	<u>30</u>		Tellarite	<u>13</u>	ST Cbt Tac/Str	<u>46</u>	
Computer Op	<u>30</u>	Law			ST Comm Proc	<u>15</u>	
Computer Tech					ST Comm Tech	<u>12</u>	
Culture Fed Gourmet	<u>40</u>	Leadership	<u>46</u>			ST Engineering	<u> </u>
Dmg Ctrl Proc	<u>17</u>	Life Support Tech	<u> </u>			ST Helm	<u>40</u>
Def Shield Tech		Materials Science	<u> </u>			ST Navigation	<u>31</u>
		Mechanics	<u> </u>			ST Security	<u>10</u>

ACTION POINTS		NATURAL 70	WOUND	FATIGUE	STUN	LUC Pool 92	PSI Vector 52	rd ((INT+CHA+PSI)/3)
1	UNCONSCIOUS	CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL	PSI Pool	NATURAL
2	UNCONSCIOUS	SAVE (END/2 rd)						
3	UNCONSCIOUS	SAVE (END/2 rd)	35					
4	UNCONSCIOUS	SAVE (END/4 rd)	17	BARE HAND DAMAGE ... <u>1d10+5</u> SKILL BONUS+ <u>0</u> TOTAL= <u>1d10+5</u>			TO HIT TABLE (SKILL + DEX)/2 = TOHIT DMG	
5	UNCONSCIOUS	SAVE (END/10 rd)	7	WEAPON DAMAGE STR BONUS+ <u>3</u> SKILL BONUS+ <u>0</u> TOTAL= <u>3</u>			Modern.....	30.....65.....47.....PER SETTING
6	Action Point Table		A Opportunity Action		H-T-H..... Baton 10.....65.....40.....1d10+5			
7	Position Change		<u>A Turn in Place</u>1 <u>Stand-to-Sit or reverse</u>1 <u>A Stand-to-Kneel or reverse</u>1 <u>A Kneel-to-Prone or reverse</u>1					
8	Movement		<u>Walk 1sq orthogonal</u>1 <u>diagonal</u>1.5 <u>Evade 1sq orthogonal</u>2 <u>diagonal</u>3 <u>Crawl 1sq orthogonal</u>2 <u>diagonal</u>3 <u>Run for full Turn</u>1/2 all AP <u>Climb Stairs or Ladder</u>2x AP <u>Climb Rope</u>3x AP <u>Swim</u>2x AP					
9	Equipment and Weapon Use		<u>A Short Communication</u>1 <u>Draw and Ready Device</u>2 <u>A Operate Familiar Device</u>2 <u>Draw and Ready Weapon</u>2 <u>Aim Weapon</u>2 <u>A Quick-Draw and Fire</u>3 <u>A Fire Ready Weapon</u>1 <u>A Throw Ready Weapon</u>1 <u>Adjust Weapon Settings</u>2 <u>Reload Weapon</u>2					
10	Combat and Emergency Evasion		<u>A Attack</u>min. 3 <u>A Parry/Defend</u>min. 2 <u>A Dodge</u>min. 3 <u>A Duck Thrown Weapon</u>2 <u>A Hide in Same Square</u>1 <u>A Hide in Adjacent Square</u>4 <u>A Roll Sideways</u>2 <u>A Drop-to-Ready</u>1 <u>A Drop-to-Prone</u>0 <u>A Dive to Prone</u>2 <u>A Dive Roll</u>4 <u>Flying Tackle</u>min. 4					
	Terrain Modifiers		<u>Clear, Road or Path</u>1x AP <u>Hills, Light Vegetation</u>2x AP <u>Swampy, Rocky, Hvy Veg</u>3x AP <u>Cliffs, Rough Terrain</u>2x - 4x AP					
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FEDERATION DATABANK

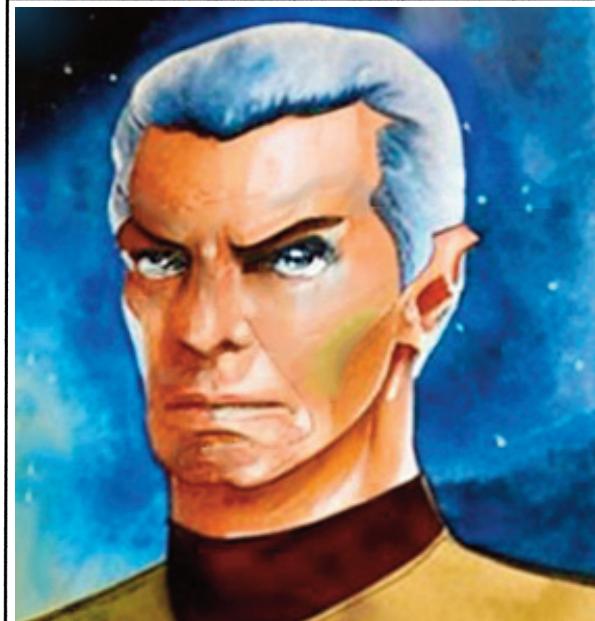
STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	William "Bill" Ravvers	AGE	47	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	C	1. Negot/Diplo, D	
Human	Timidity	HT	6'0	INT	C	2. Trade&Cmm, D	
BRANCH	HELM, MINOR COMM	WT	225	DEX	D	3. Carousing, E	
RANK	COMMODORE	HAIR	PEPPER	CHA	C	4. ST Cbt Tac, E	
CURRENT ASSIGNMENT		EYES	GREEN	COOL	D	5. ST WpnOp, F	
		D.O.B.		LUC	A	...	
				PSI	G	Dept	Y
				Head		Cmd	Y
				(N)		School	N
						Contact Team	Y
				(F)		Certified?	
				(N)			

Service Record

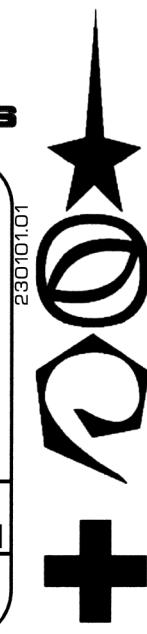
Honors

Grad High Honors
Commendation
Dec. for Consp Valor
Cit. for Valor



Assignments 24 Years Served

Cadet USS Farragut, 1yr
Term 1 Military, 5yrs
Term 2 Colonization, 4yrs
Term 3 Command School, 2yrs
Term 4 Merchant Marines, 2yrs
Term 5 Colonization, 4yrs
Term 6 Military, 2yrs
Term 7 Current Assign, 4yrs into 5yr Term
Term 8
Term 9
Term 10



23010101

Name Armida Earls

Personal Notes and Lifepath

Family

Homeworld: Manark II
Large Colony World, Open, Natural

Family Merchants

Parents: Both Alive, Lost all to mis-management

Childhood: Utopia

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	YN?	YO/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	YN?	YO/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	YO/T	Dis / N / Lk / Lv	A/P/E
5	YN?	YO/T	Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Fast Times

Cadet -

Term

- 1 Friend, Local Base
- 2 -
- 3 -
- 4 Happy Romance
- 5 -
- 6 Friend in SFC
- 7 -
- 8 Enemy, Ex-lover, Mutual Rival
- 9 -
- 10 Trainer, +4 CHA
- 11 Current Assign, 2yrs into 5yr Term

History and Notes

Graduating top 1/10th percentile, Armida was sent straight to Contact Team leading straight to the last of the Class J starships to the early Constitutions. Aboard the Constellation she met fate in hand to hand combat with a Klingon warrior. Spending the balance of her term in Hospital, the encounter only added fuel to her fire; driving her to ever-greater self-disciplines and successes.

Areas of Improvement

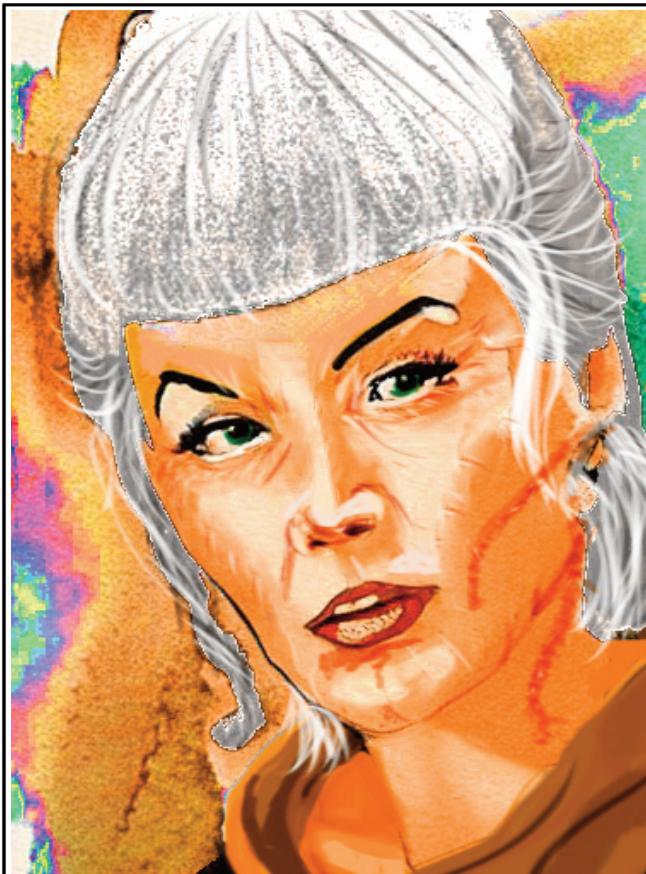
Skills	Attribute
1 Leadership	CHA
2 Fed Law	
3 Negot/Diplo	

Purple Heart Therapy

Year	Att+die mod
1	62+2
2	64+3
3	67+3
4	70+0
5	70+0
6	70+0
7	70+0
8	70+0
9	70+3
10	73+0
11	73+0
12	73+0
13	73+0
14	73+2
15	75+0
16	75+4
17	79+0 (+4 Trainer)
18	83+5
19	88+? Current yr, Roll pending LUC 46= 15pt mod for 73+ on dice to achieve CHA 90=Personal Max

Awards and Honors

Cadet	Grad H.Honors
1	-
2	SF Honor Roll
3	-
4	-
5	Commendation
6	P.H, Mjr, -9 CHA!
7	Commendation
8	-
9	-
10	Dec for Valor
11	Current Assign



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Dreams and Direction

Has achieved most every dream set after. An initial assignment on the early Constitution Class program set her to the seat of her own Connie these years later. Armida's intent is to romp around the galaxy for as long as Command allows. The fierce support and loyalty of her crews ensures her command is secure for years to come.

STARFLEET OFFICER RECORD

COMMODORE ARMIDA EARLS



NAME Armida Earls AGE 61
 SPECIES P.O.B. SEX F
 HUMAN MANARK II HT 5'6
 RANK COMMODORE WT 125
 BRANCH HELM HAIR Silver
 ASSIGNMENT MINOR SEC EYES GREEN
 CAPTAIN, USS KONGO D.O.B.
23010101

CADET CRUISE	SCHOOL (I) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st											
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY		Term Length	Efficiency	Personal/Family Notes		Awards, Honorifics and Notes	CREDITS
				Cadet Cruise	Grad High Honors / -		
1st	T			1	-		
2nd				3	EX SF Honor Roll		
3rd				5	AV Class J Starship		
4th	c			2	-		
5th				5	AV Commendation, USS Constitution		
6th				5	AV Purple Heart, Major, -9 CHA, USS Constellation, Four Year War, Klingon Dagger to throat/face		
7th				3	AV Commendation		
8th				5	AV -		
9th				4	AV -		
10th				2	EX Cpt Kongo, Shakedown Cruise, Dec for Valor // TERM 11 = ST Kongo, Syr Maiden Voyage, 2yrs in.		

STR	65	END	61	INT	75	DEX	70	CHA	71/62 -9/90 +4 Trainer	COOL	65	LUC	46	PSI	02
-----	----	-----	----	-----	----	-----	----	-----	------------------------------	------	----	-----	----	-----	----

FOOLIES (CHA+COOL)/2 round down	76	PERCEPTION (INT+LUC)/2 round down	60	FOCUS (INT+COOL)/2 round down	70	PERSEVERENCE (END+LUC)/2 round down	53	(INT+LUC)/2 round down	60
---------------------------------------	----	-----------------------------------------	----	-------------------------------------	----	-------------------------------------------	----	---------------------------	----

Administration	40	Demolitions	15	Medicine Human	10	ST Sensors	40
Anthrop		Disguise				ST Services	
		Ecology	16	Meteorology		ST Weapon Ops	25
Appraisal		Electronics		Negot/Diplomacy	68	ST Weapons Tech	
Archaeo Earth	23	Enviosuit Ops	25	Oceanography		Stealth/Hide	33
		Federation History	30	Pers Wpn Tech		Streetwise	31
Art Sculpture	34	Federation Law	41	Philosophy Earth, Survey	7	Survival Temperate	17
		Forgery					
Astron/Atrophys	41	Gaming		Physics		Track/Evade	
Biology		Gambling		Psych Klingon	5	Trade & Commerce	
Botany		Geology				Transporter Ops	
Bribery		Hvy Wpns Op/Tech	25	Scrounge		Transporter Tech	
Burglary		History		Seduction		Trivia	
Carousing				Shuttle Pilot	45		
Chemistry		Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	66	Sm Equip Tech	30	Vehicle Op Grav	34
Archaic		Interrogation	25	Sm Unit Tactics	41		
D'KTahg Armed	25	Intimidate		Sports		Warp Drive Tech	
H-T-H	82	Lang Klingon	10			Zoology	
Modern	65			ST Cbt Tac/Str	80		
Computer Op	30	Law		ST Comm Proc	15		
Computer Tech				ST Comm Tech			
Culture Klingon	15	Leadership	65	ST Engineering			
		Life Support Tech		ST Helm	60		
Dmg Ctrl Proc	30	Materials Science		ST Navigation	40		
Def Shield Tech		Mechanics		ST Security	30		

ACTION POINTS		NATURAL 61	WOUND	FATIGUE	STUN	LUC Pool	46	PSI Vector		
UNCONSCIOUS SAVES	CURRENT					NATURAL	55			
	SAVE (END/2 rd)		ATTRIBUTE FATIGUE EFFECTS				PSI Pool	NATURAL		
	30									
	SAVE (END/4 rd)									
	15		BARE HAND DAMAGE... <u>1d10+5</u>				TO HIT TABLE			
	UNC (END/10 rd)		SKILL BONUS.....+ <u>4</u>				(SKILL + DEX)/2 = TOHIT DMG			
	6		TOTAL.....= <u>1d10+9</u>				Modern..... <u>65</u> <u>70</u> <u>67</u> ...PER SETTING			
							H-T-H..... <u>82</u> <u>70</u> <u>76</u> ... <u>1d10+9</u>			
			WEAPON DAMAGE				D'KTahg .. <u>25</u> <u>70</u> <u>47</u> ... <u>2d10+4</u>			
			STR BONUS.....+ <u>3</u>							
			SKILL BONUS.....+ <u>1</u>							
			TOTAL.....= <u>4</u>							
Action Point Table		A opportunity Action								
Position Change										
A Turn in Place		1								
A Stand-to-Sit or reverse		1								
A Stand-to-Kneel or reverse		1								
A Kneel-to-Prone or reverse		1								
Movement										
Walk 1sq orthogonal		1								
diagonal		1.5								
Evade 1sq orthogonal		2								
diagonal		3								
Crawl 1sq orthogonal		2								
diagonal		3								
Run for full Turn		1/2 all AP								
Climb Stairs or Ladder		2x AP								
Climb Rope		3x AP								
Swim		2x AP								
Equipment and Weapon Use										
A Short Communication		1								
A Draw and Ready Device		2								
A Operate Familiar Device		2								
A Draw and Ready Weapon		2								
Aim Weapon		2								
A Quick-Draw and Fire		3								
A Fire Ready Weapon		1								
A Throw Ready Weapon		1								
Adjust Weapon Settings		2								
Reload Weapon		2								
Combat and Emergency Evasion										
A Attack		min. 3								
A Parry/Defend		min. 2								
A Dodge		min. 3								
A Duck Thrown Weapon		2								
A Hide in Same Square		1								
A Hide in Adjacent Square		4								
A Roll Sideways		2								
A Drop-to-Ready		1								
A Drop-to-Prone		0								
A Dive to Prone		2								
A Dive Roll		4								
Flying Tackle		min. 4								
Terrain Modifiers										
Clear, Road or Path		1x AP								
Hills, Light Vegetation		2x AP								
Swampy, Rocky, Hvy Veg		3x AP								
To Hit Modifiers										
Target Modifiers										
Range										
Point-Blank		-15								
Short		0								
Medium		+15								
Long		+30								
Extreme		+45								
Size										
Very Small		+30								
Small		+15								
Man-size		0								
Large		-15								
Specific Location		+15								
Position										
Standing		0								
Crouched		+5								
Prone		-10								
Concealment										
≤ 1/3		0								
1/3 - 2/3		+10								
2/3 ≥		+30 or more								
Movement										
Stationary		-15								
Moving		0								
Running		+5								
Attacker Modifiers										
Aiming										
Aimed Shot		-25								
Snapshot		0								
Quick-Draw/Shoot		+25								
Wrong-Hand		+20								
Simultaneous Attacks		+10 each								
Movement										
Stationary		0								
Moving		+5								
Running		+15								
Evading		+30								
Vulcan Nerve Pinch										
Target is:										
Totally Unawares		-30								
Surprised or Distracted		-20								
Alert and Aware		+20								
Aware of the Technique		+40								

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	ARMIDA EARLS	AGE	61	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. St CBT, B	
Human	Manark II	HT	5'6	INT	C	2. Cbt, HTH, B	
BRANCH	HELM, MINOR SEC	WT	125	DEX	C	3. Leadership, D	
RANK	COMMODORE	HAIR	Silver	CHA	B	4. Negot/Dip, D	
CURRENT ASSIGNMENT	EYES GREEN		COOL	D	5. Instruction, D		...
Captain, USS Kongo	D.O.B.		LUC	E	Dept	Y	Cmd Y
	PSI			H	Head	N	School N
	Contact Team					Y	F
	Certified?						N

23010101



Service Record

Honors

Graduated High Honors
SF Honor Roll
Commendation
Purple Heart
Commendation
Decoration for Valor



Assignments 38 Years Served

Cadet Military, 1yr
Term 1 Contact Team, 1yr
Term 2 Academy Instructor, 3yrs
Term 3 Class J Starship, 5yrs
Term 4 Command School, 2yrs
Term 5 Constitution, 5yrs
Term 6 Constellation, 5yrs
Term 7 Merchant Marine, 3yrs
Term 8 Exploration, 5yrs
Term 9 Academy Instructor, 4yrs
Term 10 USS Kongo, Cpt, Shakedown Cruise, 2yr
Term 11, USS Kongo, Cpt, Maiden Voyage, 2yrs into 5yr term

Name Sylonn

Family

Homeworld: Vulcan

Family Merchant, Okay

Parents: Both Alive

Childhood: Restricted Zones

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht/Dis/N/Lk/Lv	A/P/E
2	Y/N?	Y/O/T	Ht/Dis/N/Lk/Lv	A/P/E

Lifepath

Academy Trainer, +1 CHA

Cadet Call on Locals for Favor

Term

- 1 -
- 2 Friend, like a Grandmother
- 3 Trainer, +2 CHA
- 4 -
- 5 Civilian Friend, Local Base
- 6 Friend, Former Rival
- 7 -
- 8 -
- 9 -
- 10 Current Assign, just begun

History and Notes

From a merchant family operating under various restrictions, Sylonn was more open to Star fleet service than most Vulcans. While earning various awards over the years, Sylonn's career has been that of steady, middle-of-road performance, reliability and perseverance.

Dreams and Direction

Sylonn sees his role in the upper ranks as that of the voice of peaceful calls, to elevate the most down-trodden of the Federation's society, to bring health and knowledge to all living creatures. To this end, he sees no end to his time with Starfleet.

Personal Notes and Lifepath

Areas of Improvement	
Skills	Attribute
1 Negot/Diplo	CHA
2 ST CBT/TacSTR	
3 Fed Law	

Awards and Honors

Cadet Grad High Honors, Gold Palms, Citation Valor
Class J Starship

Term 1 SF Honor Roll, Class J Starship

2 -

3 -

4 -

5 -

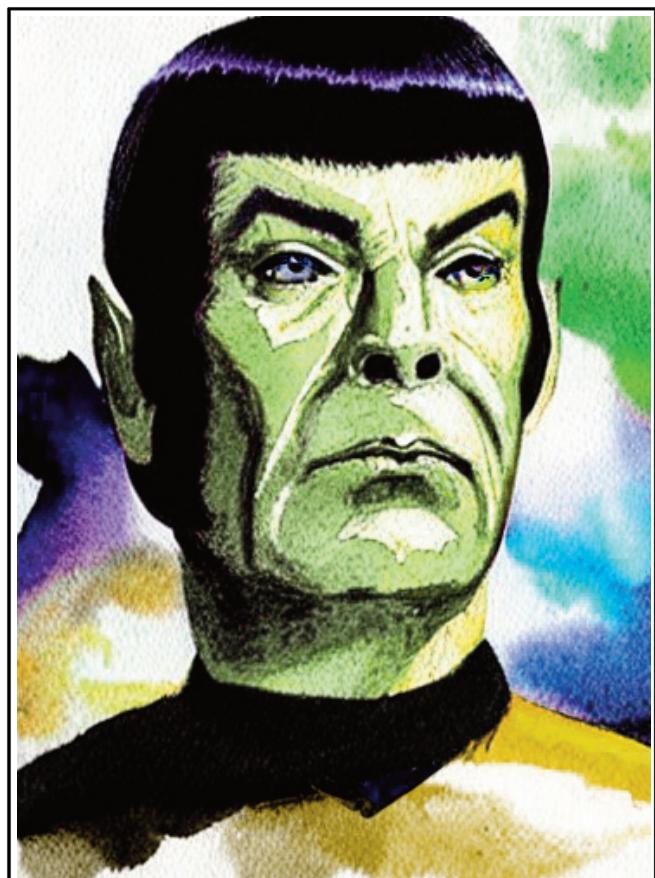
6 Silver Palms

7 - / USS Intrepid

8 -

9 -

10 Current Assign, Just starting Term



STARFLEET OFFICER RECORD



COMMODORE SYLONN

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR Passed Honors High Honors										SPECIES P.O.B. SEX M VULCANIAN VULCAN HT 220 RANK COMMODORE WT 6'2 BRANCH NAV, MINOR SCI HAIR BLACK ASSIGNMENT EYES GRAY D.O.B.				
										Personal/Family Notes				
										CREDITS 48k				
										Awards, Honorifics and Notes				
										Cadet Cruise Grad High Honors, Gold Palms, Cit for Valor, Class J Starship				
										1st AV SF Honor Roll, Class J Starship				
										2nd PO -				
										3rd AV -				
										4th OU -				
										5th AV -				
										6th AV Silver Palms				
										7th AV - / USS Intrepid				
										8th C - / -				
										9th AV -				
										10th AV -				
										3 Current Assign, Just starting Term				
STR	END	72	INT	90	DEX	60	CHA	56	COOL	90	LUC	01	PSI	81
FOOLIES (CHA+COOL)/2 round down		Vulcan -10	PERCEPTION (INT+LUC)/2 round down		Vulcan +10	FOCUS (INT+COOL)/2 round down		Vulcan +10	Vulcan +10	PERSEVERENCE (END+LUC)/2 round down		Vulcan +10		
		63	55			99			46	55				
53+3 Trainer														
Administration 40 Demolitions Medicine ST Sensors 44														
Anthrop Disguise ST Services														
Appraisal Electronics Meteorology 25 ST Weapon Ops 20														
Archaeo Enviosuit Ops Negot/Diplomacy 41 ST Weapons Tech														
Art Vulcan Lyre 29 Federation History 30 Pers Wpn Tech Stealth/Hide														
Carousing Federation Law 30 Philosophy Streetwise														
Chemistry 13 Holotechnology Survival														
Combat Archaic Instruction 65 Sm Equip Tech 15 Vehicle Op														
Baton Armed 10 Interrogation Sm Unit Tactics														
H-T-H 15 Lang Human 25 Sports Warp Drive Tech 25														
Modern														
Computer Op 50 Law ST Cbt Tac/Str 50														
Computer Tech 25 ST Comm Proc 25														
Culture Leadership 40 ST Comm Tech														
Life Support Tech 5 ST Engineering														
Dmg Ctrl Proc 29 Materials Science 8 ST Helm 40														
Def Shield Tech 25 Mechanics 8 ST Navigation 60														
ST Security 10														

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	SYLONN	AGE	79	STR	B	Top Skills
SPECIES	P.O.B.	SEX	M	END	C	1. Instruction, D
VULCANIAN	VULCAN	HT	220	INT	A	2. ST Nav, D
BRANCH	NAV, MINOR SCI	WT	6'2	DEX	D	3. Comp Op, D
RANK	COMMODORE	HAIR	BLACK	CHA	D	4. ST Sensors, C
		EYES	GRAY	COOL	A	5. Gaming, C
				LUC	H	...
				PSI	B	Dept Y <input checked="" type="checkbox"/> Cmd Y <input checked="" type="checkbox"/> Head N School N <input type="checkbox"/>
						Contact Team Y <input type="checkbox"/> F <input checked="" type="checkbox"/> Certified? N <input checked="" type="checkbox"/>

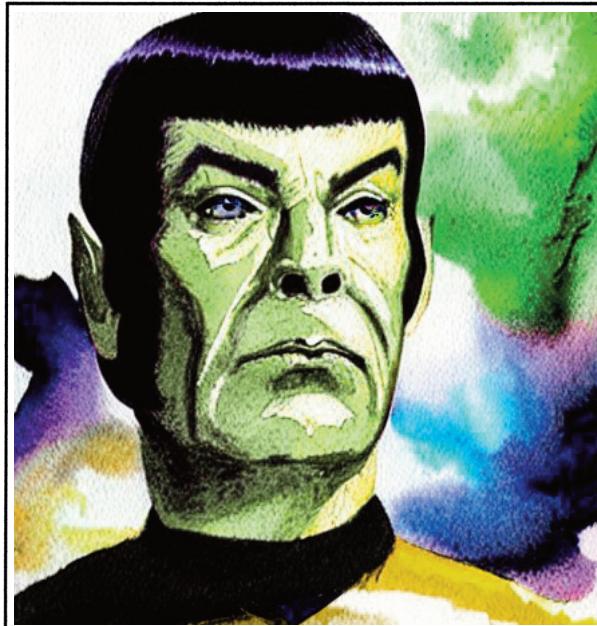
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Service Record

Honors

Graduated High Honors
Gold Palms
Cit for Valor
Silver Palms



Assignments 31 Years Served

Cadet Class J Starship, 1yr
Term 1 Class J Starship, 3yrs
Term 2 Colonization, 2yrs
Term 3 Academy Instructor, 5yrs
Term 4 Starbase Duty, 4yrs
Term 5 Starbase Duty, 4yrs
Term 6 Colonization, 4yrs
Term 7 USS Intrepid, 3yrs
Term 8 Command School, 2yrs
Term 9 Colonization, 3yrs
Term 10 Current Assign, Just starting 3yr Term

Name Jannik Marston

Personal Notes and Lifepath

Family

Homeworld: Rala III

Family Common Folk, in danger, imprisoned,

Only I escaped

Parents: Separated, Both Alive

Childhood: On the Sea

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N?	Y/O/T	Ht/Dis/N/Lk/Lv	A/P/E
2.	Y/N?	Y/O/T	Ht/Dis/N/Lk/Lv	A/P/E
3.	Y/N?	Y/O/T	Ht/Dis/N/Lk/Lv	A/P/E
4.	Y/N?	Y/O/T	Ht/Dis/N/Lk/Lv	A/P/E
5.	Y/N?	Y/O/T	Ht/Dis/N/Lk/Lv	A/P/E
6.	Y/N?	Y/O/T	Ht/Dis/N/Lk/Lv	A/P/E
7.	Y/N?	Y/O/T	Ht/Dis/N/Lk/Lv	A/P/E

Lifepath

Academy Romance, Probs, Apart for long time

Cadet Enemy, Locals, Hate them, Loss of Friend

Term

- 1 Happy Romance
- 2 Enemy, Locals, Hate me, Betrayal
- 3 Friend in SFC
- 4 Enemy, Boss, Hate them, Romantic Rival
- 5 Friend, Colleague
- 6 -
- 7 Friendly Locals owe a Favor
- 8 Headache, Trusted Ally Turns, Personal
- 9 Headache, Ruffled Feathers
- 10 Windfall, 2kcr

Awards and Honors

Cadet	Purple Heart, Serious, -3 Cool, Excalibur
<u>Term</u>	
1	-
2	Gold Palms, Purple Heart, Serious -2 Dex / Lexington
3	Citation for Gallantry
4	-
5	-
6	-
7	-
8	Current Assign, 2yrs into Term
9	
10	

History and Notes

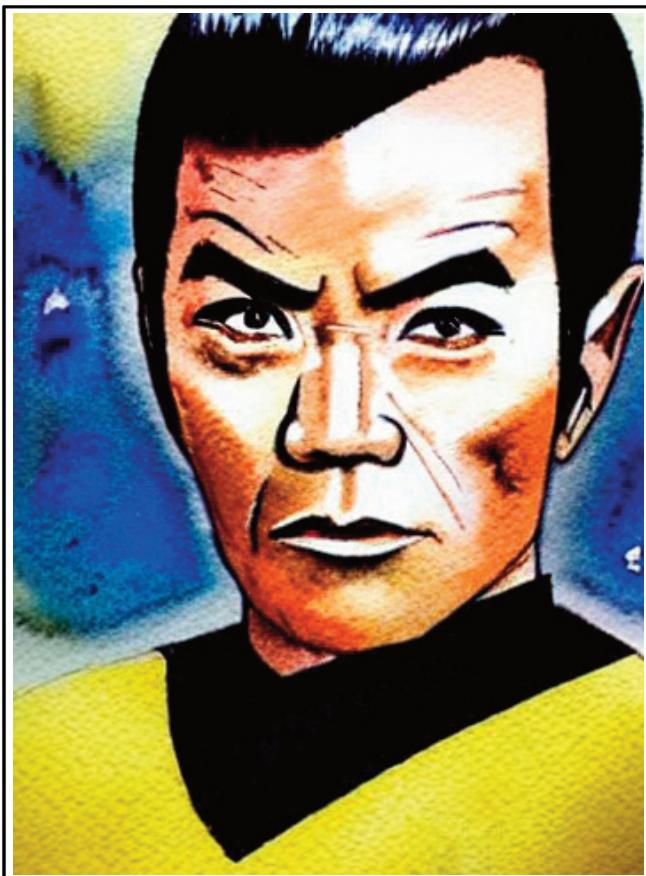
Purple Heart Therapy, Cool

Year Att+die mod

1	62+4
2	66+0
3	66+0
4	66+4
5	70+4
6	74+4
7	78+0
8	78+0
9	78+3
10	78+3
11	81+0
12	81+3
13	84+0
14	84+0
15	84+3
16	87+0
17	87+3 = Cool 90/Done
18	DEX 68+ Current year's Roll pending

Dreams and Direction

Captain of a Destroyer harkens back to his dreams of youth at sea, something of a natural transition for Jannik. The accident aboard Excalibur awoke him to the seriousness of the dangers around him; since working every day to train his nerves to that of cool steel under the most stressful of circumstances. With his share of loves lost and won, ups and downs, Jannik is barely half through his career with great highlights ahead.



STARFLEET OFFICER RECORD

CAPTAIN JANNIK MARSTON



CADET CRUISE	SCHOOL (C) CONTACT, (C) COMMAND, (D) DEPT. HEAD	
	STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR	
1st		
2nd		
3rd		
4th		
5th		
6th		

NAME Jannik Marston AGE 45
 SPECIES P.O.B. SEX M
 HUMAN RALA III HT 5'8
 RANK CAPTAIN WT 160
 BRANCH HELM HAIR BROWN
 ASSIGNMENT EYES GREEN
 D.O.B.

23010101

ACTIVE DUTY	Term Length	Personal/Family Notes		CREDITS
		Efficiency	Cadet Cruise	
1st		3 EX -		
2nd		2 AV Gold Palms, Purple Heart, Serious -2 Dex, USS Lexington		
3rd		4 AV Citation Gallantry		
4th		5 AV -		
5th C		2 -		
6th T		1 -		
7th		3 AV -		
8th		4 Current Assign, 2yrs into Term		
9th				
10th				

STR	66	END	68	INT	77	DEX	70/68	68	CHA	73	COOL	65/62	90	LUC	30	PSI	15
FOOLIES (CHA+COOL)/2 round down	81	PERCEPTION (INT+LUC)/2 round down	53	FOCUS (INT+COOL)/2 round down	83	PERSEVERENCE (END+LUC)/2 round down	49	(INT+LUC)/2 round down	53								

Administration	40	Demolitions	Medicine	Caitian	10	ST Sensors	30
Anthrop		Disguise				ST Services	
		Ecology	27	Meteorology		ST Weapon Ops	51
Appraisal		Electronics		Negot/Diplomacy	50	ST Weapons Tech	
Archaeo	Cait	Enviosuit Ops	10	Oceanography		Stealth/Hide	
		Federation History	30	Pers Wpn Tech		Streetwise	
Art		Federation Law	30	Philosophy		Survival	Tropic. 20
		Forgery					Arctic. 11
Astron/Atrophys	40	Gaming	29	Physics	15	Track/Evade	
Biology		Gambling		Psych		Trade & Commerce	
Botany		Geology				Transporter Ops	
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech	
Burglary		History		Seduction		Trivia	Famous Caits. 13
Carousing	45			Shuttle Pilot	60		
Chemistry		Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	35	Sm Equip Tech	30	Vehicle Op	
Archaic		Interrogation		Sm Unit Tactics	25		
Sword Armed	37	Intimidate		Sports	10	Warp Drive Tech	
H-T-H	55	Lang	Cait	Swimming		Zoology	
Modern	60						
Computer Op	30	Law		ST Cbt Tac/Str	55		
Computer Tech				ST Comm Proc	30		
Culture		Leadership	60	ST Comm Tech			
		Life Support Tech		ST Engineering			
Dmg Ctrl Proc	10	Materials Science		ST Helm	58		
Def Shield Tech		Mechanics		ST Navigation	33		
				ST Security	10		

ACTION POINTS		NATURAL 68	WOUND	FATIGUE	STUN	LUC Pool 30 NATURAL	PSI Vector 55	rd ((INT+CHA+PSI)/3)																																																																																							
1	UNCONSCIOUS	CURRENT	ATTRIBUTE FATIGUE EFFECTS			PSI Pool NATURAL																																																																																									
2	UNCONSCIOUS	SAVE (END/2 rd)																																																																																													
3	UNCONSCIOUS	SAVE (END/2 rd)	34																																																																																												
4	UNCONSCIOUS	SAVE (END/4 rd)	17	BARE HAND DAMAGE... <u>1d10+5</u>	SKILL BONUS....+ <u>2</u>	TOTAL....= <u>1d10+7</u>	TO HIT TABLE (SKILL + DEX)/2 = TOHIT DMG																																																																																								
5	UNCONSCIOUS	UNC (END/10 rd)	6	<u>WEAPON DAMAGE</u>			Modern..... 60..... 68..... 64..... PER SETTING																																																																																								
6	UNCONSCIOUS	STR BONUS....+ <u>3</u>			H-T-H..... 55..... 68..... 61..... 1d10+7																																																																																										
7	UNCONSCIOUS	SKILL BONUS....+ <u>1</u>			Sword .. 37 .. 68 .. 57 .. 4d10+4																																																																																										
8	UNCONSCIOUS	TOTAL....= <u>4</u>																																																																																													
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FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	JANNIK MARSTON	AGE	45	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. Shuttle Pilot, D	
HUMAN	RALA III	HT	5'8	INT	C	2. Leadership, D	
BRANCH	HELM	WT	160	DEX	D	3. ST CBT, D	
RANK	CAPTAIN	HAIR	BROWN	CHA	C	4. CBT, Mod, D	
CURRENT ASSIGNMENT		EYES	GREEN	COOL	A	5. CBT, HTH, D	
		D.O.B.		LUC	F	...	
				PSI	G	Dept	Y
				Head		Cmd	Y
				N		School	N
				Contact Team		Y	F
				Certified?		N	

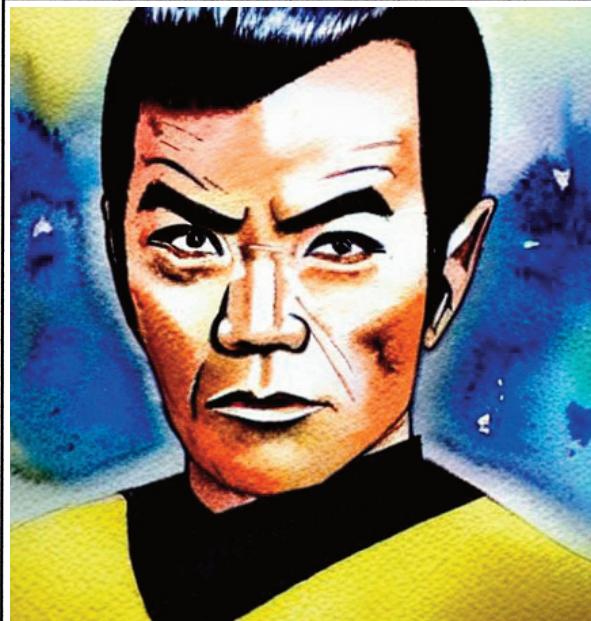
23010101



Service Record

Honors

Purple Heart
Purple Heart
Gold Palms
Citation for Gallantry



Assignments 23 Years Served

Cadet Excalibur, 1yr
Term 1 Merchant Marine, 3yrs
Term 2 Lexington, 2yrs
Term 3 Military, 4yrs
Term 4 Starbase 4, 5yrs
Term 5 Command School, 2yrs
Term 6 Contact Team, 1yr
Term 7 Academy Instructor, 3yrs
Term 8 Current Assign, 2yrs into 4yr Term
Term 9
Term 10

Name Mariek Nevensa

Personal Notes and Lifepath

Family

Homeworld: Andor

Family Diplomats, Okay

Parents: Separated, Both Alive

Childhood: Military Zones

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / O/S / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
④	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Friend in SFC

Cadet Happy Romance

Term 1 Enemy, Colleague, Hate them, Foiled plans

10

2 Headache, Illness

3 -

4 -

5 Enemy, Underling, Mutual, Betrayal

6 Fast Times

7 -

8 Current Assign

9

10

History and Notes

Starfleet was a natural for Mariek, combining the Diplomatic experience with the military lifestyle as the Andorian people transition from Empire to Federation over the coming generations. It was Mariek's quick actions as a helmsman who, upon the combat death of her captain, assumed command of the ship and won the battle. earned an award and immediate induction to command school and a later captaincy in Merchant Marines.

Dreams and Direction

While Mariek has always performed best in the Merchant Marines, the Military division is hoped for with next term's assignment.

Areas of Improvement	
Skills	Attribute
1 Negot/Diplo	-
2 Carousing	
3 Leadership	

Awards and Honors

Cadet Grad Honors / -

Term

1 Decoration for Gallantry
2 Silver Palms
3 -

4 Grankite Order of Tactics, saved ship on death of Cpt.

5 -

6 -

7 Commendation

8 Current Assign, 4yrs into Term

9

10



STARFLEET OFFICER RECORD

	SCHOOL	(T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
	STARSHIP	
	EXPLORATION	
	MILITARY	
	COLONIZATION	
	MERCHANT MARINE	
	STARBASE DUTY	
	ACADEMY INSTRUCTOR	
CADET		
CRUISE		
1st		
2nd		
3rd		
4th		
5th		
6th		
		Passed
		Honors
		High Honors
		Person

NAME	Mariek Nevensa		AGE	64
SPECIES	P.O.B.		SEX	F
ANDORIAN	ANDOR		HT	5'9
RANK	CAPTAIN		WT	125
BRANCH	HELM		HAIR	WHITE
ASSIGNMENT			EYES	BLUE
			D.O.B.	

230101.01

Personal/Family Notes

CREDITS

ACTIVE DUTY				Term Length
				Efficiency
1st				5 AV Dec for
2nd				3 AV Silver P
3rd				3 OU -
4th				4 OU Grankit
5th	C			2 / -
6th				3 AV -
7th				2 AV Comm
8th				4 Current
9th				
10th				

STR	76	END	76	INT	75	DEX	70	CHA	70	COOL	74	LUC	01	PSI	31
FOOLIES (CHA+COOL)/2 round down	72	PERCEPTION (INT+LUC)/2 round down	48	FOCUS (INT+COOL)/2 round down	84	PERSEVERENCE (END+LUC)/2 round down	38	(INT+LUC)/2 round down	38						

Administration . . .	<u>51</u>	Demolitions	Medicine	Andor	<u>10</u>	ST Sensors	<u>40</u>
Anthrop		Disguise				ST Services	
		Ecology	Meteorology	. . .	<u>15</u>	ST Weapon Ops . . .	<u>55</u>
Appraisal		Electronics	Negot/Diplomacy	. . .	<u>36</u>	ST Weapons Tech . . .	
Archaeo		Enviosuit Ops . . .	Oceanography	. . .	<u>17</u>	Stealth/Hide	
		Federation History	<u>30</u>	Pers Wpn Tech . . .		Streetwise	
Art Appreciation	<u>15</u>	Federation Law . . .	<u>30</u>	Philosophy		Survival Desert . . .	<u>25</u>
		Forgery				Arctic	<u>7</u>
Astron/Atrophys	<u>25</u>	Gaming	Physics			Track/Evade	
Biology		Gambling	<u>25</u>	Psych		Trade & Commerce . . .	
Botany		Geology				Transporter Ops . . .	<u>25</u>
Bribery		Hvy Wpns Op/Tech . . .	Scrounge			Transporter Tech . . .	
Burglary		History	Seduction			Trivia Great Fed Literature . . .	<u>20</u>
Carousing	<u>22</u>		Shuttle Pilot	<u>25</u>			
Chemistry		Holotechnology . . .	Shuttle Sys Tech . . .			Variable-G Ops	
Combat		Instruction	<u>30</u>	Sm Equip Tech . . .	<u>10</u>	Vehicle Op Tracked . . .	<u>11</u>
Archaic		Interrogation		Sm Unit Tactics . . .			
Armed	<u>10</u>	Intimidate		Sports Ice Slalom . . .	<u>19</u>	Warp Drive Tech . . .	<u>40</u>
H-T-H	<u>15</u>	Lang Human . . .	<u>10</u>	Skiing	<u>9</u>	Zoology	
Modern	<u>15</u>			ST Cbt Tac/Str . . .	<u>50</u>		
Computer Op . . .	<u>30</u>	Law		ST Comm Proc . . .	<u>25</u>		
Computer Tech . . .				ST Comm Tech . . .			
Culture		Leadership	<u>40</u>	ST Engineering			
		Life Support Tech . . .		ST Helm	<u>50</u>		
Dmg Ctrl Proc . . .	<u>10</u>	Materials Science . . .		ST Navigation	<u>42</u>		
Def Shield Tech . . .		Mechanics		ST Security	<u>10</u>		

CAPTAIN MARIEK NEVESA

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	MARIEK NEVENSA	AGE	64	STR	C	Top Skills	
SPECIES	P.O.B.	SEX	F	END	C	1. Admin, D	
ANDORIAN	ANDOR	HT	5'9	INT	C	2. ST CBT, D	
BRANCH	HELM	WT	125	DEX	C	3. ST Helm, D	
RANK	CAPTAIN	HAIR	WHITE	CHA	C	4. ST WpnOp, D	
CURRENT ASSIGNMENT		EYES	BLUE	COOL	C	5. Leadership, E	
		D.O.B.		LUC	H	...	
				PSI	F	Dept	Y
				Head		Cmd	Y
				School		N	N
				Contact Team		Y	F
				Certified?		N	

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Service Record

Honors

Graduated Honors
Decoration for Gallantry
Silver Palms
Grankite Order of Tactics
Commendation



Assignments 28 Years Served

Cadet Starbase 15, 1yr
Term 1 Military, 5yrs
Term 2 Exploration, 3yrs
Term 3 Merchant Marine, 3yrs
Term 4 Merchant Marine, 4yrs
Term 5 Command School, 2yrs
Term 6 Colonization, 3yrs
Term 7 Merchant Marine, 3yrs
Term 8 Current Assign, 4yrs into 4yr Term
Term 9
Term 10

Name Kisembo Jasso

Personal Notes and Lifepath

Family

Homeworld: Shipwrecked 3yrs earliest childhood, Raised on Antares, Open Air, Natural
Family: Local Leadership, Okay

Parents: Both Alive

Childhood: Ruins to utopian

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/Y/R/E

Lifepath

Academy Enemy, Planetary Official

Cadet Big Cred, 30k!

Term 1 Fast Times!

2 -

3 -

4 -

5 -

6 Current Assign

7

8

9

10

Areas of Improvement	
Skills	Attribute
1 ST CBT	COOL
2 Gaming	
3 Dmg Ctrl Proc	

Awards and Honors

Cadet Grad High Honors, SF Honor Roll

Term

1 -

2 Dec for Gallantry

3 Prantares Ribbon Excellence, Purple Heart

4 -

5 -

6 Current Assign

7

8

9

10

History and Notes

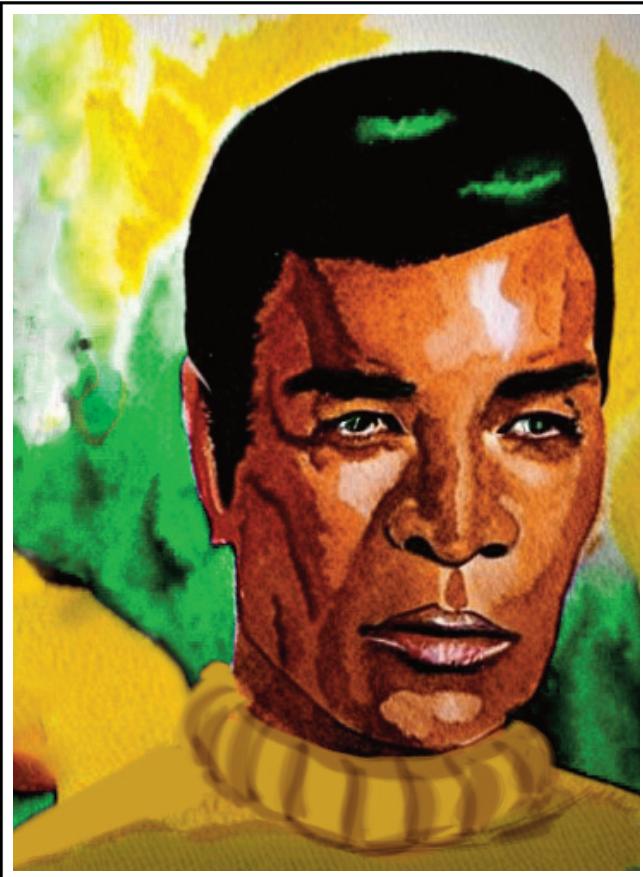
Perhaps it was those few years shipwrecked as a child where he would play amongst the wreck and local ruins, pretending to be a Star fleet officer exploring a new world and eventually rescuing his own self in pretend.

Whatever it was, Kisembo is beyond driven and excels at everything he's been presented with. From High Honors of the Academy, straight into Contact Team and now joining those few to achieve Captaincy by their '30's. Certainly not the youngest to captain a ship, Jasso embodies all that Star fleet and the Federation are; vibrant and dedicated, willing to go the extra distance for the least amongst them.

Dreams and Direction

With this frosh tour as Captain nearing completion, the future is wide open in all directions. The Captaincy is certainly something that will occupy much of the next decade of his life. What types of ships, sizes of crew, areas of responsibility all remain to be seen.

In the near term, certainly getting a ship's band together is on his list wherever he lands while continuous study in all those areas that make a good captain occupy much of his waking time.



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STARFLEET OFFICER RECORD

CAPTAIN KISEMBO JASSO



CADET CRUISE	SCHOOL	(T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR	Passed Honors High Honors
	STARSHIP			
1st				
2nd				
3rd				
4th				
5th				
6th				

NAME	Kisembo Jasso	AGE	39
SPECIES	P.O.B.	SEX	M
HUMAN	ANTARES	HT	5'9
RANK	CAPTAIN	WT	190
BRANCH	HELM	HAIR	BLACK
ASSIGNMENT	MINOR ENG EYES GREEN	D.O.B.	

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ACTIVE DUTY		Term Length	Awards, Honorifics and Notes		CREDITS
			Efficiency	Cadet Cruise	
1st	T	1	-		
2nd		3	EX Dec for Gallantry		
3rd		3	OU Prantares Ribbon of Excellence, Purple Heart, Scratch, Excalibur		
4th		4	OU - / Potemkin		
5th	c	2	-		
6th		2	Current Assign, 1.5yrs into 2yr Term		
7th					
8th					
9th					
10th					

STR	64	END	60	INT	77	DEX	65	CHA	70	COOL	66	LUC	87	PSI	70
-----	----	-----	----	-----	----	-----	----	-----	----	------	----	-----	----	-----	----

FOOLIES (CHA+COOL)/2 round down	68	PERCEPTION (INT+LUC)/2 round down	82	FOCUS (INT+COOL)/2 round down	71	PERSEVERENCE (END+LUC)/2 round down	73	(INT+LUC)/2 round down	82
---------------------------------------	----	-----------------------------------------	----	-------------------------------------	----	-------------------------------------------	----	---------------------------	----

Administration	40	Demolitions	Medicine	Human	10	ST Sensors	40
Anthrop		Disguise				ST Services	
		Ecology	10	Meteorology		ST Weapon Ops	40
Appraisal		Electronics	7	Negot/Diplomacy	50	ST Weapons Tech	10
Archaeo		Enviosuit Ops	15	Oceanography		Stealth/Hide	
		Federation History	30	Pers Wpn Tech		Streetwise	30
Art Music, Drums	25	Federation Law	30	Philosophy		Survival Arctic	25
		Forgery				Tropical	25
Astron/Atrophys	45	Gaming	Physics			Track/Evade	
Biology		Gambling	Psych			Trade & Commerce	
Botany		Geology				Transporter Ops	30
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech	25
Burglary		History		Seduction		Trivia	
Carousing	20			Shuttle Pilot	60		
Chemistry		Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	30	Sm Equip Tech	41	Vehicle Op	
Archaic		Interrogation		Sm Unit Tactics	15		
Baton Armed	10	Intimidate		Sports		Warp Drive Tech	15
H-T-H	50	Lang K'Zinti	10			Zoology	
Modern	41			ST Cbt Tac/Str	58		
Computer Op	30	Law		ST Comm Proc	40		
Computer Tech	13			ST Comm Tech			
Culture K'Zinti	16	Leadership	40	ST Engineering	20		
Dmg Ctrl Proc	15	Life Support Tech	10	ST Helm	70		
Def Shield Tech	17	Materials Science		ST Navigation	40		
		Mechanics	7	ST Security	10		

ACTION POINTS		NATURAL 60	WOUND	FATIGUE	STUN	LUC Pool 87 NATURAL	PSI Vector 72	rd ((INT+CHA+PSI)/3)	
1	UNCONSCIOUS	CURRENT	ATTRIBUTE FATIGUE EFFECTS			PSI Pool NATURAL			
2	UNCONSCIOUS	SAVE (END/2 rd)							
3	S A V E S	SAVE (END/4 rd)	30						
4	S A V E S	UNC (END/10 rd)	15	BARE HAND DAMAGE... <u>1d10+5</u>	SKILL BONUS....+ <u>2</u>	TOTAL....= <u>1d10+7</u>	TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG		
5	S A V E S	6	<u>WEAPON DAMAGE</u>			Modern..... 41 65 53 PER SETTING	H-T-H..... 50 65 57 1d10+7		
6	Action Point Table		A Opportunity Action			Baton .. 10 .. 65 .. 37 .. 2d10+3			
7	Position Change		<u>A Turn in Place</u> 1 <u>Stand-to-Sit or reverse</u> 1 <u>A Stand-to-Kneel or reverse</u> 1 <u>A Kneel-to-Prone or reverse</u> 1			To-Hit Modifiers			
8	Movement		Walk 1sq orthogonal 1 diagonal 1.5 Evade 1sq orthogonal 2 diagonal 3 Crawl 1sq orthogonal 2 diagonal 3 Run for full Turn 1/2 all AP Climb Stairs or Ladder 2x AP Climb Rope 3x AP Swim 2x AP			Target Modifiers			
9						Range			
10						Point-Blank	-15		
	Equipment and Weapon Use		<u>A Short Communication</u> 1 <u>Draw and Ready Device</u> 2 <u>A Operate Familiar Device</u> 2 <u>Draw and Ready Weapon</u> 2 <u>Aim Weapon</u> 2 <u>A Quick-Draw and Fire</u> 3 <u>A Fire Ready Weapon</u> 1 <u>A Throw Ready Weapon</u> 1 <u>Adjust Weapon Settings</u> 2 <u>Reload Weapon</u> 2			Short	0		
	Combat and Emergency Evasion		<u>A Attack</u> min. 3 <u>A Parry/Defend</u> min. 2 <u>A Dodge</u> min. 3 <u>A Duck Thrown Weapon</u> 2 <u>A Hide in Same Square</u> 1 <u>A Hide in Adjacent Square</u> 4 <u>A Roll Sideways</u> 2 <u>A Drop-to-Ready</u> 1 <u>A Drop-to-Prone</u> 0 <u>A Dive to Prone</u> 2 <u>A Dive Roll</u> 4 <u>Flying Tackle</u> min. 4			Medium	+15		
	Terrain Modifiers		Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hvy Veg 3x AP Cliffs, Rough Terrain 2x - 4x AP			Long	+30		
						Extreme	+45		
						Size			
						Very Small	+30		
						Small	+15		
						Man-size	0		
						Large	-15		
						Specific Location	+15		
						Position			
						Standing	0		
						Crouched	+5		
						Prone	-10		
						Concealment			
						≤ 1/3	0		
						1/3 - 2/3	+10		
						2/3 ≥	+30 or more		
						Movement			
						Stationary	-15		
						Moving	0		
						Running	+5		
						Attacker Modifiers			
						Aiming			
						Aimed Shot	-25		
						Snapshot	0		
						Quick-Draw/Shoot	+25		
						Wrong-Hand	+20		
						Simultaneous Attacks	+10 each		
						Movement			
						Stationary	0		
						Moving	+5		
						Running	+15		
						Evading	+30		
						Vulcan Nerve Pinch			
						Target is:			
						Die Mod			
						Totally Unawares	-30		
						Surprised or Distracted	-20		
						Alert and Aware	+20		
						Aware of the Technique	+40		

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	KISEMBO JASSO	AGE	39	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. ST Helm, C	
HUMAN	ANTARES	HT	5'9	INT	C	2. ST CBT, D	
BRANCH	HELM, MINOR ENG	WT	190	DEX	D	3. Shuttle Pilot, D	
RANK	CAPTAIN	HAIR	BLACK	CHA	C	4. Leadership, E	
CURRENT ASSIGNMENT		EYES	GREEN	COOL	D	5. Astron/Astro, E	
		D.O.B.		LUC	B	...	
				PSI	C	Dept <input checked="" type="checkbox"/> Y	Cmd <input checked="" type="checkbox"/> Y
				Head <input type="checkbox"/> N		School <input type="checkbox"/> N	Contact Team <input checked="" type="checkbox"/> Y
				F		Certified? <input type="checkbox"/> N	

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Service Record

Honors

Graduated High Honors
Dec for Consp Gallantry
Prantares Ribbon of Excellence
Purple Heart



Assignments 17 Years Served

Cadet Potemkin, 1yr
Term 1 Contact Team, 1yr
Term 2 Military, 3yrs
Term 3 Excalibur, 3yrs
Term 4 Potemkin, 4yrs
Term 5 Command School, 2yrs
Term 6 Current Assign, Frosh Tour as Captain, 2yrs into 2yr Term
Term 7
Term 8
Term 9
Term 10

Name Eiryn Sinqiq

Family

Homeworld: Canaris
Lone Outpost Est. 10yrs prior birth

Family Common Folk, Okay

Parents: Both Alive, Separated

Childhood: Military Zone

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht/OK/N/Lk/Lv	A/P/E
2.	Y/N?	Y/O/T	Ht/Dis/N/OK/Lv	A/P/E
3.	Y/N?	Y/O/T	Ht/Dis/N/Lk/OK	A/P/E
4.	Y/N?	Y/O/T	Ht/Dis/N/Lk/OK	A/P/E
5	Y/N?	Y/O/T	Ht/OK/N/Lk/Lv	A/P/E

Lifepath

Academy Friend, Colleague

Cadet Enemy, Planetary Official

Term	1	-	10
	2	Mentor, +3 ST CBT	
	3	Romance, Probs, She's messing around	
	4	Enemy, Boss, Hates me, Rivalry	
	5	Current Assign	
	6		
	7		
	8		
	9		
	10		

History and Notes

Growing up in isolating conditions, Eiryn had no other children to play with and consequently has a brusque attitude that makes instant enemies or friends of all he meets. There are few middle-ground opinions. It's difficult to say what one thing Eiryn is as good at as he holds one Masters degree and nears several others, from Ship sensors to deflectors to combat and even to holding crew loyalty. Cool under fire, well spoken enough when speaking and you'll have trouble finding a more well-rounded and hardier officer in all Star Fleet. Love or hate him, on good side or bad, Eiryn is a force to contend.

Dreams and Direction

Only 2yrs into his frosh tour as Captain, Eiryn is solely focused on the task at hand. Eiryn's upbringing has led him to focus on one thing at a time, excel at it and then move on to another. Eiryn is close to several Master's Degrees and spends a little time here and there on each.

Personal Notes and Lifepath

Areas of Improvement	
Skills	Attribute
1 Leadership	DEX
2 Negot/Diplo	
3 St Wpns Op	

Awards and Honors

Cadet	- / - / -
Term	1 -
	2 -
	3 Dec for Consp Gallantry
	4 -
	5 Current Assign
	6
	7
	8
	9
	10



ACTION POINTS		NATURAL 80	WOUND	FATIGUE	STUN	LUC Pool 42	PSI Vector 76	rd		
1	UNCONSCIOUS	CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL	PSI Pool	((INT+CHA+PSI)/3)		
2	UNCONSCIOUS	SAVE (END/2 rd)								
3	UNCONSCIOUS	SAVE (END/2 rd)	40							
4	UNCONSCIOUS	SAVE (END/4 rd)	20	BARE HAND DAMAGE ... <u>2d10</u> SKILL BONUS....+ <u>3</u> TOTAL....= <u>2d10+3</u>			TO HIT TABLE			
5	UNCONSCIOUS	SAVE (END/10 rd)	8	WEAPON DAMAGE STR BONUS....+ <u>4</u> SKILL BONUS....+ <u>0</u> TOTAL....= <u>4</u>			(SKILL + DEX)/2=TOHIT DMG			
6	Action Point Table		A Opportunity Action		To-Hit Modifiers					
7	Position Change		A Turn in Place Stand-to-Sit or reverse A Stand-to-Kneel or reverse A Kneel-to-Prone or reverse		Target Modifiers					
8	Movement		Walk 1sq orthogonal diagonal Evade 1sq orthogonal diagonal Crawl 1sq orthogonal diagonal Run for full Turn Climb Stairs or Ladder Climb Rope Swim		Range Point-Blank Short Medium Long Extreme					
9					Size Very Small Small Man-size Large Specific Location					
10	Equipment and Weapon Use		A Short Communication Draw and Ready Device A Operate Familiar Device Draw and Ready Weapon Aim Weapon A Quick-Draw and Fire A Fire Ready Weapon A Throw Ready Weapon Adjust Weapon Settings Reload Weapon		Position Standing Crouched Prone					
11	Combat and Emergency Evasion		A Attack A Parry/Defend A Dodge A Duck Thrown Weapon A Hide in Same Square A Hide in Adjacent Square A Roll Sideways A Drop-to-Ready A Drop-to-Prone A Dive to Prone A Dive Roll Flying Tackle		Concealment ≤ 1/3 1/3 - 2/3 2/3 ≥					
Terrain Modifiers					Movement Stationary Moving Running					
					Attacker Modifiers Aiming Aimed Shot Snapshot Quick-Draw/Shoot Wrong-Hand Simultaneous Attacks					
Terrain Modifiers					Movement Stationary Moving Running Evading					
					Vulcan Nerve Pinch Target is: Totally Unawares Surprised or Distracted Alert and Aware Aware of the Technique					

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	EIRYN SIQINQ	AGE	53	STR	B	Top Skills	
SPECIES	P.O.B.	SEX	M	END	B	1. ST Wpns Op, C	
ANDORIAN	CANARIS	HT	5'10	INT	B	2. ST CBT, D	
BRANCH	NAV	WT	200	DEX	C	3. DefSh Tech, D	
RANK	CAPTAIN	HAIR	WHITE	CHA	C	4. CBT, HTH, D	
CURRENT ASSIGNMENT		EYES	BLUE	COOL	B	5. CBT, Mod, D	
		D.O.B.		LUC	E	...	
				PSI	C	Dept <input checked="" type="checkbox"/> Y	Cmd <input checked="" type="checkbox"/> Y
				Head <input type="checkbox"/> N		School <input type="checkbox"/> N	
				Contact Team <input checked="" type="checkbox"/> Y		F	
				Certified? <input type="checkbox"/> N			

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Service Record

Honors

Dec for Consp Gallantry



Assignments 17 Years Served

Cadet Starbase 14, 1yr / Starbase 20, 1yr / Colonization, 1yr

Term 1 Constellation, 5yrs

Term 2 Contact Team, 1yr

Term 3 Defiant, 4yrs

Term 4 Command School, 2yr

Term 5 Current Assign, 2yrs into 5yr Term

Term 6

Term 7

Term 8

Term 9

Term 10

Name Marta Nalini

Personal Notes and Lifepath

Family

Homeworld: Shipboard, S.S. Del Marta

Family Famous, Inherited family debt

Parents: Both Alive

Childhood: Restricted Zones

Siblings	LIVING	AGE	FEELINGS	STANDING
①	Y/N?	YO/T	Ht/①/N/Lk/Lv	A/P/E

Lifepath

Academy -

Cadet Locals owe a favor

Term

- 1 Senseii, +9 CBT, HTH
- 2 Windfall, 9kcr
- 3 Fast Times
- 4 -
- 5 Enemy, Childhood Rival
- 6 Enemy, Relative
- 7 Fast Times
- 8 Current Assign
- 9
- 10

History and Notes

Born, raised and educated aboard ships, Marta finds open air environments disconcerting, far preferring the environmental predictability (and repairability) of fabricated systems. Not an agoraphobic by any means, Marta dove into wilderness survival to attune to such situations. Born to locally famous folks meant gaining their baggage and notoriety more than fame and fortune. The farther from home, the better.

Dreams and Direction

Loyalty of crew is everything to Marta and goes out of her way to ensure the lowest ranks are as well looked after as the highest. Even more so at times.

With 16 yrs until retirement still a ways away, settling into a deep space station or planet-side environmental dome assignment would be ideal. There's no rush to retirement or ideas other than sailing the inky blackness to its eternal ends.

Areas of Improvement

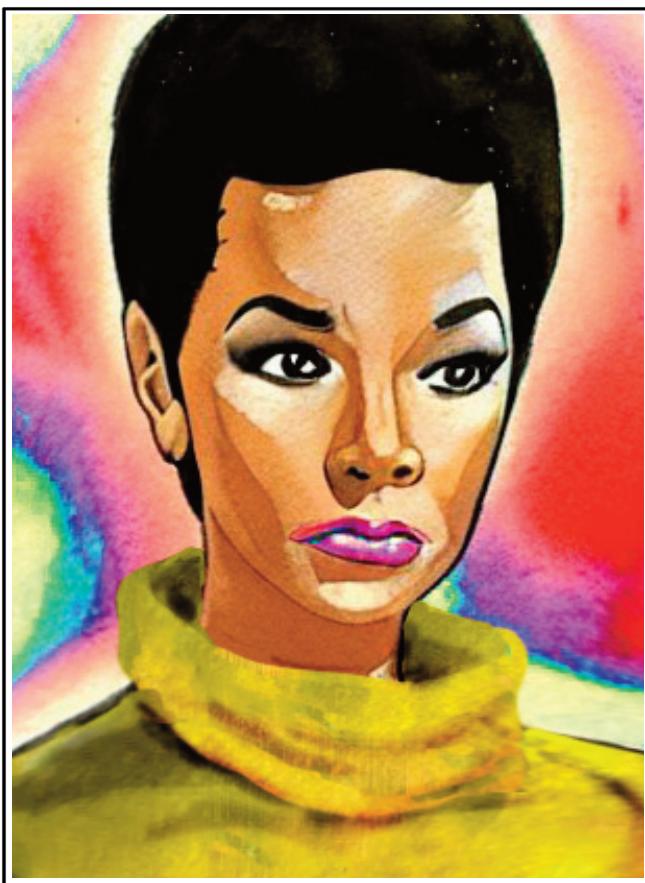
Skills	Attribute
1 Cbt HTH	DEX
2 ST Security	
3 Negot/Diplo	

Awards and Honors

Cadet - / -

Term

- 1 -
- 2 -
- 3 -
- 4 -
- 5 -
- 6 Citation for Gallantry
- 7 Citation for Gallantry, Gold Palms
- 8 Current Assign
- 9
- 10



STARFLEET OFFICER RECORD

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
	STARSHIP
	EXPLORATION
	MILITARY
	COLONIZATION
	MERCHANT MARINE
	STARBASE DUTY
	ACADEMY INSTRUCTOR
CADET	Passed
CRUISE	Honors
	High Honors
1st	
2nd	
3rd	
4th	
5th	
6th	
	Personal Frost T

NAME	Marta Nalini	AGE	46
SPECIES	P.O.B.	SEX	F
HUMAN	SHIPBOARD	HT	5'4
RANK	CAPTAIN	WT	110
BRANCH	NAV	HAIR	GRY/BL
ASSIGNMENT		EYES	BLUE
		D.O.B.	

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Personal/Family Notes

CREDITS
29k

Awards, Honorifics and Notes

Term Length Efficiency

ACTIVE DUTY				Term Length	Efficiency
1st				3	AV -
2nd				3	OU -
3rd		█		3	PO -
4th			█	2	EX -
5th	C			2	AV /
6th		█		3	AV Citation
7th	█			1	EX Citation
8th				5	Current
9th					
10th					

STR	59	END	60	INT	75	DEX	63	CHA	70	COOL	60	LUC	16	PSI	01
FOOLIES $(CHA + COOL)/2$ round down	65	PERCEPTION $(INT + LUC)/2$ round down	45	FOCUS $(INT + COOL)/2$ round down	68	PERSEVERENCE $(END + LUC)/2$ round down	38	$(INT + LUC)/2$ round down	45						

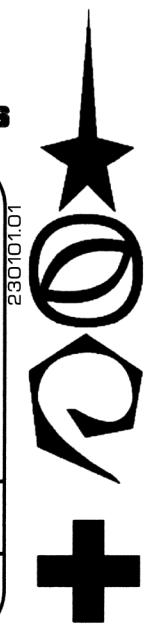
Administration . . .	<u>50</u>	Demolitions . . .	Medicine . . .	ST Sensors . . .	<u>32</u>
Anthrop . . .		Disguise . . .		ST Services . . .	
		Ecology . . .	<u>10</u>	ST Weapon Ops . . .	<u>66</u>
Appraisal . . .		Electronics . . .		ST Weapons Tech . . .	
Archaeo . . .		Enviosuit Ops . .	<u>10</u>	Stealth/Hide . . .	
		Federation History . .	<u>30</u>	Streetwise . . .	
Art . . .	<u>Music</u> . . <u>26</u>	Federation Law . .	<u>30</u>	Survival . . .	Tropical . . <u>31</u>
		Forgery . . .			
Astron/Atrophys . .	<u>40</u>	Gaming . . .	Physics . . .	Track/Evade. . . .	
Biology . . .		Gambling . . .	Psych . . .	Trade & Commerce . .	
Botany . . .		Geology . . .		Transporter Ops . . .	<u>16</u>
Bribery . . .		Hvy Wpns Op/Tech . .	Scrounge . . .	Transporter Tech. . .	
Burglary . . .		History . . .	Seduction . . .	Trivia . . .	
Carousing . . .			Shuttle Pilot . . .		
Chemistry . . .		Holotechnology . .	Shuttle Sys Tech . .	Variable-G Ops . . .	
Combat . . .		Instruction . . .	<u>30</u>	Sm Equip Tech. . .	<u>10</u>
				Sm Unit Tactics . . .	
Archaic . . .		Interrogation . . .			
Baton Armed . . .	<u>10</u>	Intimidate . . .	Sports . . .	Warp Drive Tech . . .	<u>20</u>
				Zoology . . .	
H-T-H . . .	<u>34</u>	Lang . . . Andorian . .	<u>10</u>		
				ST Cbt Tac/Str. . .	<u>40</u>
Modern . . .	<u>50</u>			ST Comm Proc . . .	<u>25</u>
Computer Op . . .	<u>30</u>	Law . . .		ST Comm Tech . . .	
Computer Tech . . .				ST Engineering . . .	
Culture . . .		Leadership . . .	<u>60</u>	ST Helm . . .	<u>35</u>
		Life Support Tech . .	<u>16</u>	ST Navigation . . .	<u>40</u>
Dmg Ctrl Proc . . .	<u>25</u>	Materials Science. . .		ST Security . . .	<u>10</u>
Def Shield Tech . . .	<u>40</u>	Mechanics . . .			

ACTION POINTS		NATURAL 60	WOUND	FATIGUE	STUN	LUC Pool 16 NATURAL	PSI Vector 48				
UNCONSCIOUS SAVES	1	CURRENT	ATTRIBUTE FATIGUE EFFECTS				PSI Pool NATURAL				
	2	SAVE (END/2 rd)									
	3	SAVE (END/4 rd)									
	4	UNC (END/10 rd)									
	5	6									
	6	<u>BARE HAND DAMAGE</u> ... <u>1d10+5</u>		<u>TO HIT TABLE</u>		(SKILL + DEX)/2 = TOHIT DMG					
	7	SKILL BONUS.....+ <u>1</u>		Modern..... <u>50</u> <u>63</u> <u>66</u> ... PER SETTING							
	8	TOTAL....= <u>1d10+6</u>		H-T-H..... <u>34</u> <u>63</u> <u>48</u> ... <u>1d10+6</u>							
	9	<u>WEAPON DAMAGE</u>		Baton .. <u>10</u> <u>63</u> <u>36</u> ... <u>2d10+2</u>							
	10	STR BONUS.....+ <u>2</u>									
		SKILL BONUS.....+ <u>0</u>									
		TOTAL....= <u>2</u>									
Action Point Table		<i>A Opportunity Action</i>									
Position Change											
A Turn in Place		1									
A Stand-to-Sit or reverse		1									
A Stand-to-Kneel or reverse		1									
A Kneel-to-Prone or reverse		1									
Movement											
Walk 1sq orthogonal		1									
diagonal		1.5									
Evade 1sq orthogonal		2									
diagonal		3									
Crawl 1sq orthogonal		2									
diagonal		3									
Run for full Turn		1/2 all AP									
Climb Stairs or Ladder		2x AP									
Climb Rope		3x AP									
Swim		2x AP									
Equipment and Weapon Use											
A Short Communication		1									
Draw and Ready Device		2									
A Operate Familiar Device		2									
Draw and Ready Weapon		2									
Aim Weapon		2									
A Quick-Draw and Fire		3									
A Fire Ready Weapon		1									
A Throw Ready Weapon		1									
Adjust Weapon Settings		2									
Reload Weapon		2									
Combat and Emergency Evasion											
A Attack		min. 3									
A Parry/Defend		min. 2									
A Dodge		min. 3									
A Duck Thrown Weapon		2									
A Hide in Same Square		1									
A Hide in Adjacent Square		4									
A Roll Sideways		2									
A Drop-to-Ready		1									
A Drop-to-Prone		0									
A Dive to Prone		2									
A Dive Roll		4									
Flying Tackle		min. 4									
Terrain Modifiers											
Clear, Road or Path		1x AP									
Hills, Light Vegetation		2x AP									
Swampy, Rocky, Hvy Veg		3x AP									
Cliffs, Rough Terrain		2x - 4x AP									
Target is:											
Totally Unawares		-30									
Surprised or Distracted		-20									
Alert and Aware		+20									
Aware of the Technique		+40									

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	MARTA NALINI	AGE	46	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. ST Wpn Op, D	
HUMAN	SHIPBOARD	HT	5'4	INT	C	2. Leadership, D	
BRANCH	SS DEL MARTA	WT	110	DEX	D	3. Admin, D	
	NAV	HAIR	GRY/BL	CHA	C	4. CBT, Mod, D	
RANK	CAPTAIN	EYES	BLUE	COOL	D	5. DefShTech, E	
CURRENT ASSIGNMENT		D.O.B.		LUC	G	...	
				PSI	H	Dept	Y
						Head	N
						Cmd	Y
						School	N
						Contact Team	Y
						F	N
						Certified?	

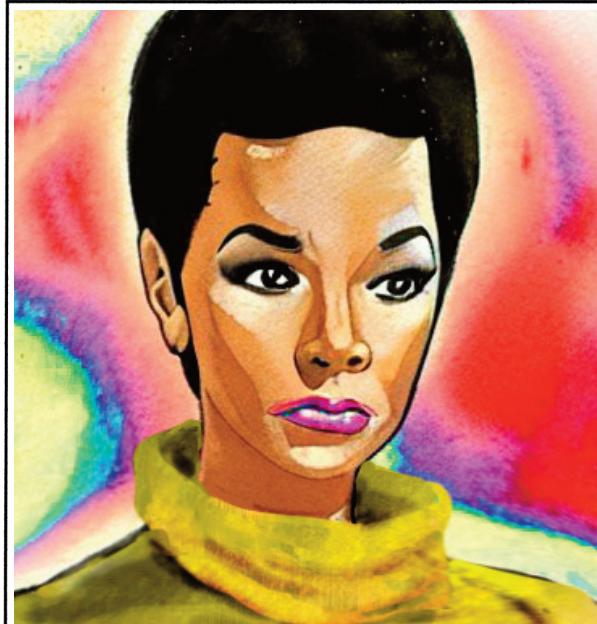


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Service Record

Honors

Citation for Gallantry
Citation for Gallantry
Gold Palms



Assignments 24 Years Served

Cadet Exploration, 1yr / Starbase 12, 1yr
Term 1 Merchant Marines, 3yrs
Term 2 Merchant Marines, 3yrs
Term 3 Military, 3yrs
Term 4 Colonization, 2yrs
Term 5 Command School, 2yrs
Term 6 Colonization, 3yrs
Term 7 Enterprise, 1yr (replaced former #1 on Maternity leave for 1yr.)
Term 8 Current Assign, Just starting Term, 5yrs
Term 9
Term 10

Name M'Bifuth Ipe

Family

Homeworld: Finlorra

Family Common Folk, Okay

Parents: Father, Deceased

Childhood: Outskirts of Town

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Q / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Q	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Q / Lv	A/P/E
⑥	Y/N?	Y/O/T	Ht / Dis / N / Q / Lv	A/P/E

Lifepath

Academy Tragic Love, Incompatible DNA/Anatomy

Cadet -

Term 1 Romance, Probs, My Fr seek Split

2 -

3 -

4 Locals owe a Favor

5 Mentor, +14 Gambling

6 Current Assign

7

8

9

10

History and Notes

One of the more amiable Tellarites you'll meet, Ipe understands that friendship comes from comradery and leadership requires trust and amiability and love transcends all bounds.

Prior to meeting her mentor in gambling, Ipe had not been one to take great chances. It was this enlightenment through odds making that she came to see the world in a new light and herself become more 'adventuresome'.

Dreams and Direction

Recapture lost love, for love does not know form or function, it just is.

Not many Tellarites make it to command fully integrated starships; Ipe is one of those few who just might make it and is being tested for such in this current term.

Personal Notes and Lifepath

Areas of Improvement	
Skills	Attribute
1 Leadership	COOL
2 ST Wpns Op	
3 CBT, HTH	

Awards and Honors

Cadet Grad High Honors / -

Term

1 -

2 -

3 Dec for Consp Gallantry

4 -

5 Commendation

6 Current Assign

7

8

9

10



STARFLEET OFFICER RECORD



SCHOOL	(T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP	
EXPLORATION	
MILITARY	
COLONIZATION	
MERCHANT MARINE	
STARBASE DUTY	
ACADEMY INSTRUCTO	
	Passed
	Honors
	High Honors

NAME	M'Bifuth Ipe	AGE	38
SPECIES	P.O.B.	SEX	F
TELLARITE	FINLORRA	HT	5'5
RANK	COMMANDER	WT	150
BRANCH	HELM	HAIR	GRAY
ASSIGNMENT		EYES	MARCON
		D.O.B.	

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STR	70	END	71	INT	74	DEX	55	CHA	65	COOL	51	LUC	76	PSI	15
FOOLIES $(CHA+COOL)/2$ round down	58	PERCEPTION $(INT+LUC)/2$ round down	75	FOCUS $(INT+COOL)/2$ round down	62	PERSEVERENCE $(END+LUC)/2$ round down	73	$(INT+LUC)/2$ round down	75						

Administration . . .	40	Demolitions . . .	Medicine . . .	ST Sensors . . .	41
Anthrop . . .		Disguise . . .		ST Services . . .	
		Ecology . . .	13	ST Weapon Ops . . .	40
Appraisal . . .		Electronics . . .	Negot/Diplomacy . . .	ST Weapons Tech . . .	15
Archaeo . . .		Enviosuit Ops . . .	Oceanography . . .	Stealth/Hide . . .	
		Federation History . . .	20	Pers Wpn Tech . . .	
Art Appreciation . . .	13	Federation Law . . .	20	Philosophy . . .	
		Forgery . . .		Survival . . .	
Astron/Atrophys . . .	40	Gaming . . .	Physics . . .	Track/Evade . . .	
Biology . . .		Gambling . . .	14	Psych . . .	
Botany . . .		Geology . . .		Trade & Commerce . . .	
Bribery . . .		Hvy Wpns Op/Tech . . .	Scrounge . . .	Transporter Ops . . .	
Burglary . . .		History . . .	Seduction . . .	Transporter Tech . . .	
Carousing . . .	75		Shuttle Pilot . . .	40	
Chemistry . . .	10	Holotechnology . . .	Shuttle Sys Tech . . .	Variable-G Ops . . .	
Combat . . .		Instruction . . .	20	Sm Equip Tech . . .	10
Archaic . . .				Sm Unit Tactics . . .	
Baton Armed . . .	10	Interrogation . . .		Sports . . .	
H-T-H . . .	25	Intimidate . . .			
Modern . . .	31	Lang Human . . .	10	ST Cbt Tac/Str . . .	62
Computer Op . . .	30	Law . . .		ST Comm Proc . . .	30
Computer Tech . . .				ST Comm Tech . . .	
Culture Human . . .	10	Leadership . . .	30	ST Engineering . . .	15
		Life Support Tech . . .		ST Helm . . .	46
Dmg Ctrl Proc . . .		Materials Science . . .		ST Navigation . . .	35
Def Shield Tech . . .		Mechanics . . .		ST Security . . .	10

ACTION POINTS		NATURAL 71	WOUND	FATIGUE	STUN	LUC Pool 76	PSI Vector 51
UNCONSCIOUS SAVES	CURRENT	ATTRIBUTE FATIGUE EFFECTS				NATURAL	PSI Pool
	SAVE (END/2 rd)						
	35						
	SAVE (END/4 rd)	BARE HAND DAMAGE... <u>1d10+5</u>				TO HIT TABLE	
	17	SKILL BONUS....+ <u>0</u>				(SKILL + DEX)/2 = TOHIT DMG	
	UNC (END/10 rd)	TOTAL....= <u>1d10+5</u>				Modern..... 31 55 43 ... PER SETTING	
	7					H-T-H..... 15 55 35 ... 1d10+5	
		WEAPON DAMAGE				Baton .. 10 .. 55 .. 32 ... 2d10+3	
		STR BONUS....+ <u>3</u>					
Action Point Table		SKILL BONUS....+ <u>0</u>					
Position Change		TOTAL....= <u>3</u>					
A Turn in Place						To-Hit Modifiers	
A Stand-to-Sit or reverse						Target Modifiers	
A Stand-to-Kneel or reverse						Dice Mod	
A Kneel-to-Prone or reverse						Range	
						Point-Blank	-15
						Short	0
						Medium	+15
						Long	+30
						Extreme	+45
Movement						Size	
Walk 1sq orthogonal						Very Small	+30
diagonal						Small	+15
Evade 1sq orthogonal						Man-size	0
diagonal						Large	-15
Crawl 1sq orthogonal						Specific Location	+15
diagonal						Position	
Run for full Turn						Standing	0
1/2 all AP						Crouched	+5
Climb Stairs or Ladder						Prone	-10
Climb Rope						Concealment	
Swim						≤ 1/3	0
						1/3 - 2/3	+10
						2/3 ≥	+30 or more
Equipment and Weapon Use						Movement	
A Short Communication						Stationary	-15
Draw and Ready Device						Moving	0
A Operate Familiar Device						Running	+5
Draw and Ready Weapon						Attacker Modifiers	
Aim Weapon						Aiming	
A Quick-Draw and Fire						Aimed Shot	-25
A Fire Ready Weapon						Snapshot	0
A Throw Ready Weapon						Quick-Draw/Shoot	+25
Adjust Weapon Settings						Wrong-Hand	+20
Reload Weapon						Simultaneous Attacks	+10 each
Combat and Emergency Evasion						Movement	
A Attack						Stationary	0
A Parry/Defend						Moving	+5
A Dodge						Running	+15
A Duck Thrown Weapon						Evading	+30
A Hide in Same Square						Vulcan Nerve Pinch	
A Hide in Adjacent Square						Target is:	
A Roll Sideways						Totally Unawares	-30
A Drop-to-Ready						Surprised or Distracted	-20
A Drop-to-Prone						Alert and Aware	+20
A Dive to Prone						Aware of the Technique	+40
A Dive Roll							
Flying Tackle							
Terrain Modifiers							
Clear, Road or Path							
Hills, Light Vegetation							
Swampy, Rocky, Hvy Veg							
Cliffs, Rough Terrain							

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	M'BIFUTH IPE	AGE	38	STR	C	Top Skills		
SPECIES	P.O.B.	SEX	F	END	C	1. ST CBT, D		
TELLARITE	FINLORRA	HT	5'5	INT	C	2. Negot/Diplo, D		
BRANCH	HELM	WT	150	DEX	D	3. Carousing, C		
RANK	COMMANDER	HAIR	GRAY	CHA	D	4. ST Helm, D		
CURRENT ASSIGNMENT		EYES	MAROON	COOL	D	5. ST Sensors, E		
		D.O.B.		LUC	C	...		
				PSI	G	Dept <input checked="" type="checkbox"/> Y	Cmd <input type="checkbox"/> Y	23010101
				Head <input type="checkbox"/> N		School <input checked="" type="checkbox"/> N		
				Contact Team <input type="checkbox"/> Y		F		
				Certified? <input checked="" type="checkbox"/> N				

Service Record

Honors

Grad High Honors
Dec for Consp Gallantry
Commendation



Assignments 16 Years Served

Cadet Starbase 17, 1yr
Term 1 Colonization, 2yrs
Term 2 Colonization, 4yrs
Term 3 USS Hood, 3yrs
Term 4 Department Head School, 1yr
Term 5 Military, 2yrs
Term 6 Current Assign, 3yrs into 3yr Term
Term 7
Term 8
Term 9
Term 10



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Name Ishii Yamanoshiba

Personal Notes and Lifepath

Family

Homeworld: Cavalier, Small Colony World,
Est 90yrs, Deep Underground

Family Famous, Okay

Parents: Separated, Both Alive

Childhood: Small Village

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Fast Times

Cadet Illness

<u>Term</u>	1	-	10
	2	-	
	3	Enemy, Ex-lover, Don't like ea other	
	4	-	
	5	Friend, Colleague	
	6	Current Term	
	7		
	8		
	9		
	10		

History and Notes

While a skilled starship tactician, Ishii does not have the typical spread of skills you find of such command-material. Rather, Ishii has relied on his exceptional luck and timing, being right where he needed to be with whatever was needed right at hand to land him where he is today, bigger responsibilities than his experience may long support.

Dreams and Direction

Nearly 20 years into his career, Ishii has gotten himself to where he is well and fast enough, but has never found occasion to genuinely shine and demonstrate inherent greatness by skill, deed or given act of prowess.

Areas of Improvement	
Skills	Attribute
1 Negot/Diplo	DEX
2 CBT, HTH	
3 Culture, Orion	

Awards and Honors

Cadet Commendation

<u>Term</u>	1	-
	2	-
	3	-
	4	-
	5	-
	6	Current Term
	7	
	8	
	9	
	10	



STARFLEET OFFICER RECORD

CADET CRUISE	SCHOOL	(T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	P.O.B.	SEX M
	STARSHIP	EXPLORATION		
1st				
2nd				
3rd				
4th				
5th				
6th				

NAME Ishii Yamanoshiba AGE 39
 SPECIES HUMAN P.O.B. CAVALIER SEX M
 RANK COMMANDER HT 5'2 WT 150
 BRANCH NAV HAIR BLACK
 ASSIGNMENT EYES BROWN D.O.B.
 2301001

ACTIVE DUTY	Term Length	Personal/Family Notes			CREDITS
		Efficiency	Cadet Cruise	Commendation	67k
1st	5 EX -				
2nd	D 1				
3rd	3rd 4 OU -				
4th	C 1				
5th	5th 3 AV -				
6th	6th 4 Current Assign, 2yrs into Term				
7th					
8th					
9th					
10th					

STR	END	INT	DEX	CHA	COOL	LUC	PSI
64	60	75	56	70	64	91	39
FOOLIES (CHA+COOL)/2 round down	66	PERCEPTION (INT+LUC)/2 round down	83	FOCUS (INT+COOL)/2 round down	69	PERSEVERENCE (END+LUC)/2 round down	75 (INT+LUC)/2 round down 83

Administration	40	Demolitions	Medicine	ST Sensors	21
Anthrop		Disguise	ST Services	
Ecology		Meteorology	ST Weapon Ops	20
Appraisal		Electronics	Negot/Diplomacy	ST Weapons Tech	
Archaeo Earth	19	Enviosuit Ops	Oceanography	Stealth/Hide	
Federation History		Federation History	30 Pers Wpn Tech	Streetwise	8
Art Music Apprec	25	Federation Law	30 Philosophy	Survival Desert	31
Astron/Atrophys	50	Forgery		
Biology		Gaming	15 Physics	Track/Evade	
Botany		Gambling	25 Psych	Trade & Commerce	
Bribery		Geology	Transporter Ops	
Burglary		Hvy Wpns Op/Tech	Scrounge	Transporter Tech	
Carousing	18	History	Seduction	Trivia	
Chemistry		Holotechnology	Shuttle Pilot	
Combat		Instruction	30 Shuttle Sys Tech	Shuttle Sys Tech	Variable-G Ops
Archaic		Interrogation	Sm Equip Tech	10 Sm Unit Tactics
Knife Armed	10	Intimidate	Sports Bowling	9 Sm Unit Tactics
H-T-H	40	Lang Orion	30 Sports Bowling	ST Cbt Tac/Str	60 Warp Drive Tech
Modern	60	ST Comm Proc	20 Zoology
Computer Op	30	Law	ST Comm Tech	
Computer Tech	
Culture Orion	11	Leadership	40 ST Engineering	
Klingon	13	Life Support Tech	ST Helm	25 ST Navigation
Dmg Ctrl Proc		Materials Science	ST Navigation	40 ST Security
Def Shield Tech	35	Mechanics	ST Security	10

COMMANDER ISHII YAMANOSHIBA

ACTION POINTS		NATURAL 60	WOUND	FATIGUE	STUN	LUC Pool 91 NATURAL	PSI Vector 61	rd ((INT+CHA+PSI)/3)
1	UNCONSCIOUS	CURRENT	ATTRIBUTE FATIGUE EFFECTS			PSI Pool	NATURAL	
2	UNCONSCIOUS	SAVE (END/2 rd)						
3	UNCONSCIOUS	SAVE (END/2 rd)	30					
4	UNCONSCIOUS	SAVE (END/4 rd)	15	BARE HAND DAMAGE ... <u>1d10+5</u> SKILL BONUS+ <u>2</u> TOTAL= <u>1d10+7</u>			TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG	
5	UNCONSCIOUS	UNC (END/10 rd)	6	WEAPON DAMAGE STR BONUS+ <u>3</u> SKILL BONUS+ <u>0</u> TOTAL= <u>3</u>			Modern..... <u>60</u> <u>56</u> <u>58</u>	PER SETTING
6	Action Point Table		A Opportunity Action		H-T-H <u>40</u> <u>56</u> <u>48</u>			
7	Position Change		A Turn in Place Stand-to-Sit or reverse A Stand-to-Kneel or reverse A Kneel-to-Prone or reverse		Knife .. <u>10</u> .. <u>56</u> .. <u>33</u> .. <u>2d10+3</u>			
8	Movement		Walk 1sq orthogonal diagonal Evade 1sq orthogonal diagonal Crawl 1sq orthogonal diagonal Run for full Turn Climb Stairs or Ladder Climb Rope Swim					
9	Equipment and Weapon Use		A Short Communication Draw and Ready Device A Operate Familiar Device Draw and Ready Weapon Aim Weapon A Quick-Draw and Fire A Fire Ready Weapon A Throw Ready Weapon Adjust Weapon Settings Reload Weapon					
Combat and Emergency Evasion	Combat and Emergency Evasion		A Attack A Parry/Defend A Dodge A Duck Thrown Weapon A Hide in Same Square A Hide in Adjacent Square A Roll Sideways A Drop-to-Ready A Drop-to-Prone A Dive to Prone A Dive Roll Flying Tackle		min. 3 min. 2 min. 3 2 1 4 2 1 0 2 4 min. 4			
	Terrain Modifiers		Clear, Road or Path Hills, Light Vegetation Swampy, Rocky, Hvy Veg Cliffs, Rough Terrain		1x AP 2x AP 3x AP 2x - 4x AP			
	Vulcan Nerve Pinch							
	Target is:				Die Mod			
	Totally Unawares				-30			
	Surprised or Distracted				-20			
	Alert and Aware				+20			
	Aware of the Technique				+40			

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	ISHII YAMANOSHIBA	AGE	39	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. ST CBT, D	
HUMAN	CAVALIER	HT	5'2	INT	C	2. CBT, Mod, D	
BRANCH	NAV	WT	150	DEX	D	3. Astron/Astro, D	
RANK	COMMANDER	HAIR	BLACK	CHA	C	4. ST Nav, D	
CURRENT ASSIGNMENT		EYES	BROWN	COOL	D	5. CBT, HTH, D	
			D.O.B.	LUC	A	...	
				PSI	E	Dept <input checked="" type="checkbox"/> Y	Cmd <input checked="" type="checkbox"/> Y
						Head <input type="checkbox"/> N	School <input type="checkbox"/> N
						Contact Team <input checked="" type="checkbox"/> Y	F <input checked="" type="checkbox"/> N Certified?

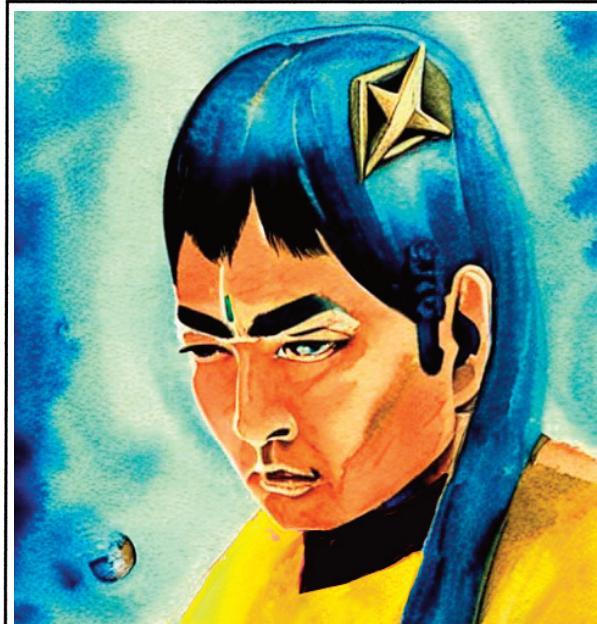
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Service Record

Honors

Commendation



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Assignments 17 Years Served

Cadet Exploration, 1yr
Term 1 Exploration, 5yrs
Term 2 Department Head School, 1yr
Term 3 Colonization, 4yrs
Term 4 Command School, 1yr
Term 5 Exploration, 3yrs
Term 6 Current Term, 2yrs into 4yr Term
Term 7
Term 8
Term 9
Term 10

Name Wazerii Sparcks

Family

Homeworld: Earth

Family Federation, Okay

Parents: Both Alive

Childhood: Large City

Siblings	LIVING	AGE	FEELINGS	STANDING
①	Y/N?	Y/O/T	Ht / Dis / N / Lk / V	A/P/E

Lifepath

Academy Fast Times

Cadet Enemy, Underling, Hates me, Pers. refusal

Term

1	-	10
2	SB Staffer owes a Favor	
3	Headache, Lose 1kcr	
4	Enemy, Underling, Hates me, Foiled Plans	
5	Current Term	
6		
7		
8		
9		
10		

History and Notes

Purple Heart Therapy, Dex

Year Att+die mod

1	54+0
2	54+3
3	57+1
4	58+2
5	60+0
6	60+2
7	62+? Current year, Roll pending

If anything is to hold Wazerii back from the captaincy, it is her willingness to throw a punch as hold a conversation. Equally comfortable at starship weapons or helm or command seat in a fight, Wazerii hails from the rough-and-tumble school of living with Commodore Earls a personal hero. Whether piloting a Shuttle or skydiving out the door, Wazerii will land anywhere and get the action moving.

Personal Notes and Lifepath

Areas of Improvement

<u>Skills</u>	<u>Attribute</u>
1 Negot/Diplo	DEX
2 Leadership	
3 CBT, HTH	

Awards and Honors

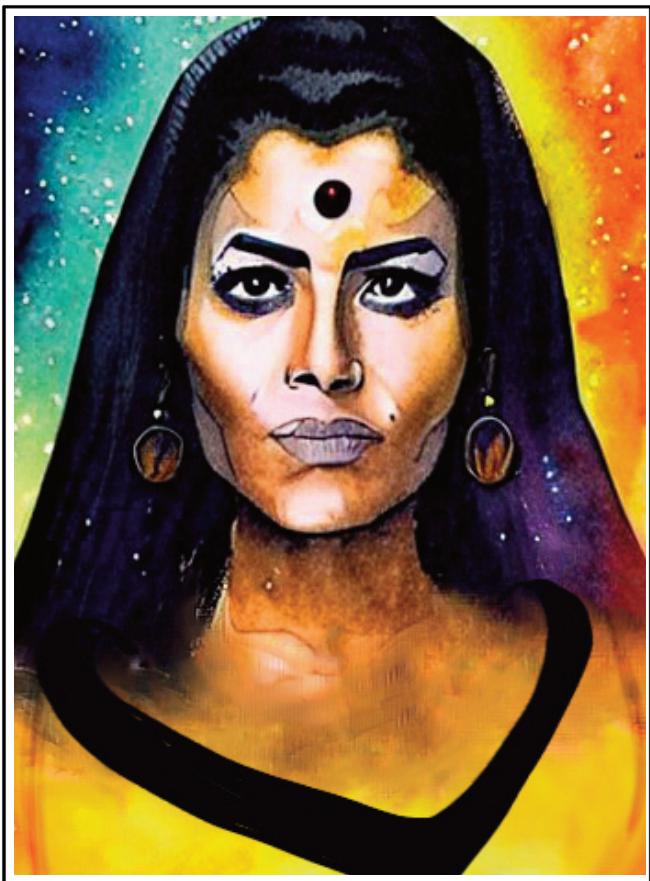
Cadet Grad Honors, Legion of Honor

<u>Term</u>	1 Purple Heart
	2 -
	3 Karagite Order of Heroism, Purple Heart
	4 -
	5 Current Term
	6
	7
	8
	9
	10

Dreams and Direction

Wazerii's sole aspiration is to return aboard her first love as captain, USS Excalibur.

A child, Wazerii was steeped in tales of the exploration of strange planets and peoples, of amazing wonders and grave dangers. As such, she focused her life to meeting those ends and now finds herself amongst the very action she once only dreamed of, only to find it more amazing than imagined. Every day is a new thrill of discovery and chance for hard fought achievements won.



STARFLEET OFFICER RECORD

CADET CRUISE	SCHOOL (C) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR
1st								
2nd								
3rd								
4th								
5th								
6th								

NAME Wazerii Sparcks AGE 37
 SPECIES HUMAN P.O.B. EARTH SEX F
 HT 5'8
 RANK COMMANDER WT 115
 BRANCH HELM HAIR BLACK
 ASSIGNMENT EYES HAZEL
 D.O.B.
 23010101

ACTIVE DUTY		Term Length	Efficiency	Personal/Family Notes		CREDITS
				Cadet Cruise	Grad Honors, Legion of Honor	13k
1st			4	EX	Purple Heart, Scratch	
2nd			2	OU	Excalibur	
3rd			2	OU	Karagite Order of Heroism, Purple Heart, Serious, -6 Dex, Potemkin	
4th	C		2	-		
5th			5	Current Assign	4yrs into Term	
6th						
7th						
8th						
9th						
10th						

STR	END	INT	DEX	CHA	COOL	LUC	PSI
55	59	75	60/54 -6 Serious	62	70	61	64

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
65	69	68	61	69

Administration	40	Demolitions	Medicine	ST Sensors	30
Anthrop		Disguise	ST Services	
		Ecology	Meteorology	ST Weapon Ops	60
Appraisal		Electronics	Negot/Diplomacy	ST Weapons Tech	
Archaeo		Enviosuit Ops	Oceanography	Stealth/Hide	
		Federation History	30	Pers Wpn Tech	
Art	Digital	30	Philosophy	Streetwise	
				Survival Tropical	17
		Forgery		
Astron/Atrophys	40	Gaming	Physics	Track/Evade	
Biology		Gambling	12	Psych	Trade & Commerce
Botany		Geology	Transporter Ops	
Bribery		Hvy Wpns Op/Tech		Transporter Tech	
Burglary		History		Trivia	
Carousing				Shuttle Pilot	40
Chemistry		Holotechnology		Shuttle Sys Tech	
Combat		Instruction	30	Sm Equip Tech	10
Archaic		Interrogation		Sm Unit Tactics	
Sword Armed	10	Intimidate		Sports Skydiving	28
H-T-H	57	Lang Edoan	10	ST Cbt Tac/Str	61
Modern	71			ST Comm Proc	30
Computer Op	30	Law		ST Comm Tech	
Computer Tech				Leadership	40
Culture		Life Support Tech		ST Engineering	
Dmg Ctrl Proc		Materials Science		ST Helm	56
Def Shield Tech		Mechanics		ST Navigation	25
				ST Security	10

COMMANDER WAZERII SPARCKS

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	WAZERII SPARCKS	AGE	37	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. ST Wpns Op, D	
HUMAN	EARTH	HT	5'8	INT	C	2. ST CBT, D	
BRANCH	NAV	WT	115	DEX	D	3. CBT Mod, C	
RANK	COMMANDER	HAIR	BLACK	CHA	C	4. CBT HTH, D	
CURRENT ASSIGNMENT		EYES	HAZEL	COOL	D	5. ST Helm, D	
		D.O.B.		LUC	D	...	
				PSI	E	Dept <input checked="" type="checkbox"/> Y	Cmd <input checked="" type="checkbox"/> Y
						Head <input checked="" type="checkbox"/> N	School <input checked="" type="checkbox"/> N
						Contact Team <input checked="" type="checkbox"/> Y	<input checked="" type="checkbox"/> F
						Certified? <input checked="" type="checkbox"/> N	

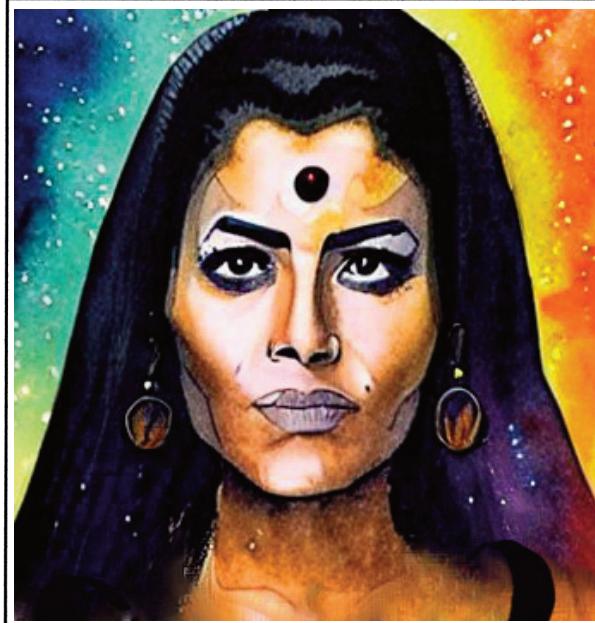
23010101



Service Record

Honors

Grad Honors
Legion of Honor
Purple Heart
Purple Heart
Karagite Order of Heroism



Assignments 15 Years Served

Cadet Starbase 27, 1yr
Term 1 Starbase 27, 4yrs
Term 2 Excalibur, 2yrs
Term 3 Potemkin, 2yrs
Term 4 Command School, 2yrs
Term 5 Current Assign, 4yrs into 5yr Term
Term 6
Term 7
Term 8
Term 9
Term 10

Name Kraxor Zel

Personal Notes and Lifepath

Family

Homeworld: Edo

Family Law Enforcement, Okay

Parents: Both Alive

Childhood: Large City

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	(Y)N?	Y/O/T	Ht / Dis / N / (L) / Lv	A/P/E
2.	(Y)N?	Y/O/T	Ht / Dis / (N) / Lk / Lv	(A/P/E)
③	(Y)N?	Y/O/T	Ht / Dis / N / Lk / (L)	(A/P/E)

Lifepath

Academy Friend, like a Kid Brother

Cadet Romance, Probs, Apart for long time

Term 1 Senseii, +2 CBT, Mod

1 -
2 -
3 -
4 -
5 -
6 Current Assign
7
8
9
10

2 -
3 Enemy, Locals, Hate them, Foiled plans
4 Fast Times
5 Friend, Like a Grandmother
6 Current Assign
7
8
9
10

History and Notes

What got Zel into Starfleet was seeing a visiting crew's musical performance aboard their ship on the hangar deck. With his parents background in law enforcement, Starfleet was not too out of range. Culturally, while Edoans are highly wary of traveling off planet, much less joining Starfleet, Zel's intrepid spirit and the music in his soul demanded he go forth and see all that was new for himself.

Dreams and Direction

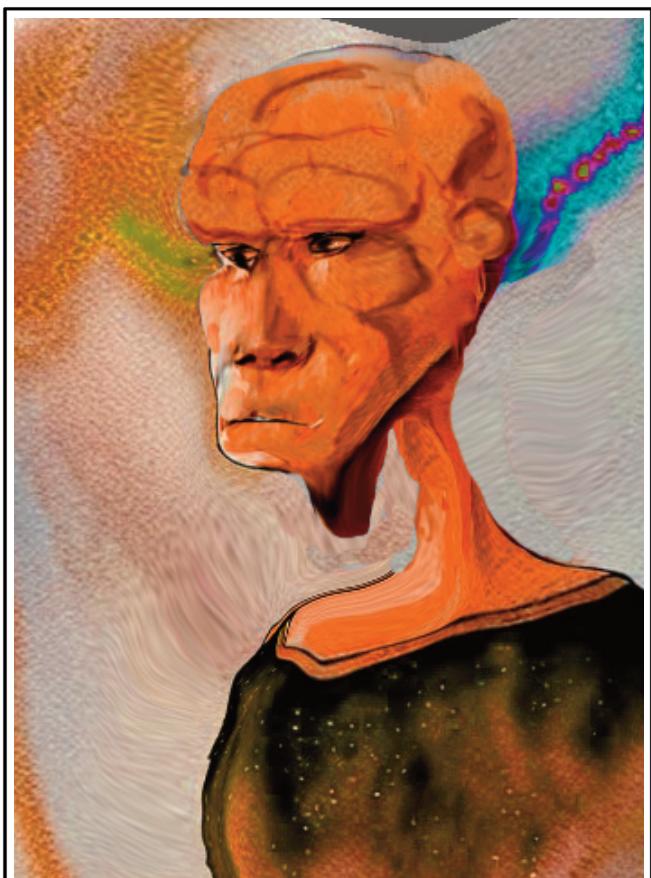
While his 3yrs in the military was the least pleasant, Zel hopes to serve again aboard the Lexington if not be assigned to Exploration division in general. With his recent stint at Department Head School, Zel is ready for the next steps in his career.

Areas of Improvement	
Skills	Attribute
1 Carousing	COOL
2 Survival, Arctic	
3 Culture, Human	

Awards and Honors

Cadet Grad High Honors, Decoration for Valor

1 -
2 -
3 -
4 -
5 -
6 Current Assign
7
8
9
10



STARFLEET OFFICER RECORD

CADET CRUISE	SCHOOL (C) CONTACT, (C) COMMAND, (D) DEPT. HEAD	
	STARSHIP	
	EXPLORATION	
	MILITARY	
	COLONIZATION	
	MERCHANT MARINE	
	STARBASE DUTY	
ACTIVE DUTY	ACADEMY INSTRUCTOR	
	Passed	
	Honors	
1st	High Honors	
2nd		
3rd		
4th		
5th		
6th		

NAME Kraxor Zel AGE 46
 SPECIES EDOAN P.O.B. EDO SEX M
 RANK LT. CMDR HT 5'0 WT 100
 BRANCH HELM HAIR NONE
 ASSIGNMENT EYES YELLOW
 D.O.B.
 230101

Term Length	Personal/Family Notes		CREDITS 43k
	Efficiency	Cadet Cruise	
2 AV -		Awards, Honorifics and Notes	
1 AV -		Cadet Cruise	Grad High Honors, Dec for Valor, Lexington
3 OU -			
3 AV -			
1			
4	Current Assign, 3yrs into Term		
7th			
8th			
9th			
10th			

STR	55	END	55	INT	70	DEX	83	CHA	65	COOL	55	LUC	50	PSI	01
-----	----	-----	----	-----	----	-----	----	-----	----	------	----	-----	----	-----	----

FOOLIES (CHA+COOL)/2 round down	60	PERCEPTION (INT+LUC)/2 round down	60	FOCUS (INT+COOL)/2 round down	62	PERSEVERENCE (END+LUC)/2 round down	52	(INT+LUC)/2 round down	60
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Administration	40	Demolitions	Medicine	Edoan	15	ST Sensors	40
Anthrop		Disguise				ST Services	
		Ecology	Meteorology		12	ST Weapon Ops	60
Appraisal		Electronics	Negot/Diplomacy		10	ST Weapons Tech	
Archaeo		Enviosuit Ops	Oceanography		19	Stealth/Hide	
		Federation History	Pers Wpn Tech			Streetwise	
Art Edoan Music Inst	25	Federation Law	Philosophy			Survival Arctic	15
		Forgery					
Astron/Atrophys	35	Gaming	Physics		18	Track/Evade	
Biology	8	Gambling	Psych			Trade & Commerce	
Botany	18	Geology				Transporter Ops	
Bribery		Hvy Wpns Op/Tech	Scrounge			Transporter Tech	
Burglary		History	Seduction			Trivia Fed Music Scene	30
Carousing			Shuttle Pilot		30		
Chemistry		Holotechnology	Shuttle Sys Tech			Variable-G Ops	
Combat		Instruction	Sm Equip Tech		24	Vehicle Op	
Archaic		Interrogation	Sm Unit Tactics				
Staff Armed	10	Intimidate	Sports			Warp Drive Tech	
H-T-H	15	Lang Human	10			Zoology	
Modern	17					ST Cbt Tac/Str	40
Computer Op	30	Law				ST Comm Proc	35
Computer Tech						ST Comm Tech	
Culture Human	18	Leadership	30			ST Engineering	
Vulcan	22	Life Support Tech				ST Helm	40
Dmg Ctrl Proc		Materials Science	10			ST Navigation	40
Def Shield Tech		Mechanics				ST Security	10

LT. COMMANDER KRAXOR ZEL

FEDERATION DATABANK

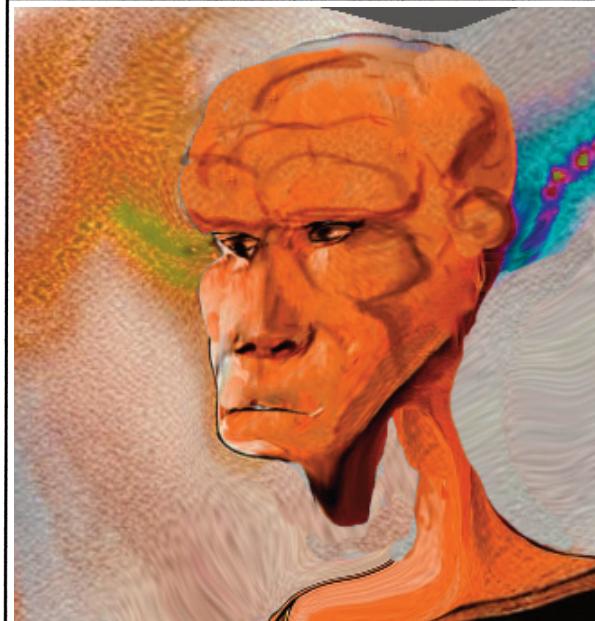
STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	KRAXOR ZEL	AGE	46	STR	D	Top Skills		
SPECIES	P.O.B.	SEX	M	END	D	1. ST Wpns Op, D		
EDOAN	EDO	HT	5'0	INT	C	2. ST Helm, E		
BRANCH	HELM	WT	100	DEX	B	3. ST Nav, E		
RANK	Lt. Cmdr	HAIR	NONE	CHA	D	4. ST Sensors, E		
CURRENT ASSIGNMENT		EYES	YELLOW	COOL	D	5. Astron/Astro, E		
		D.O.B.		LUC	D	...		
				PSI	H	Dept <input checked="" type="checkbox"/> Y	Cmd <input type="checkbox"/> Y	23010101
						Head <input type="checkbox"/> N	School <input checked="" type="checkbox"/> N	
						Contact Team <input type="checkbox"/> Y	F	
						Certified? <input checked="" type="checkbox"/> N		

Service Record

Honors

Grad High Honors
Decoration for Valor



γ
π

Assignments 14 Years Served

Cadet Lexington, 1yr
Term 1 Military, 2yrs
Term 2 Military, 1yr
Term 3 Colonization, 3yrs
Term 4 Colonization, 3yrs
Term 5 Department Head School, 1yr
Term 6 Current Assign, 3yrs into 4yr Term
Term 7
Term 8
Term 9
Term 10

Name Erund Bortavo

Family

Homeworld: Morning Garen
Non-Member World

Family Nomadic, Scattered by Misfortune

Parents: Both Alive

Childhood: On Street

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / <input checked="" type="radio"/> N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	<input checked="" type="radio"/> Dis / N / Lk / Lv	A/D/E
3.	Y/N?	Y/O/T	<input checked="" type="radio"/> Dis / N / Lk / Lv	A/P/E
④	Y/N?	Y/O/T	Ht / Dis / <input checked="" type="radio"/> Lk / Lv	A/D/E

Lifepath

Academy Enemy, Colleague, caused -3 END, Serious

Cadet -

<u>Term</u>	1	Enemy, Boss, Hate them, Lost face	10
	2	Friend, Former Enemy	
	3	Windfall, +9kcr	
	4	Happy Romance	
	5	Friend, Former Lover	
	6	Current Assign	
	7		
	8		
	9		
	10		

History and Notes

Erund is one of the very few brought into Starfleet from non-member worlds. In this case, he is on an advanced cultural exchange program, brought into the Academy at 18yrs old. The first years were very difficult for though graduating with various honors, Erund was involved with lab work that caused injury to another. Fault was meted fully around, but that did not stop Erund's first commanding officer from publicly lambasting him at every opportunity. Years later that same officer apologized for ignorance as to the details. Erund's performance bettered to the point of Dept School where the new level of responsibilities weigh like nothing ever before.

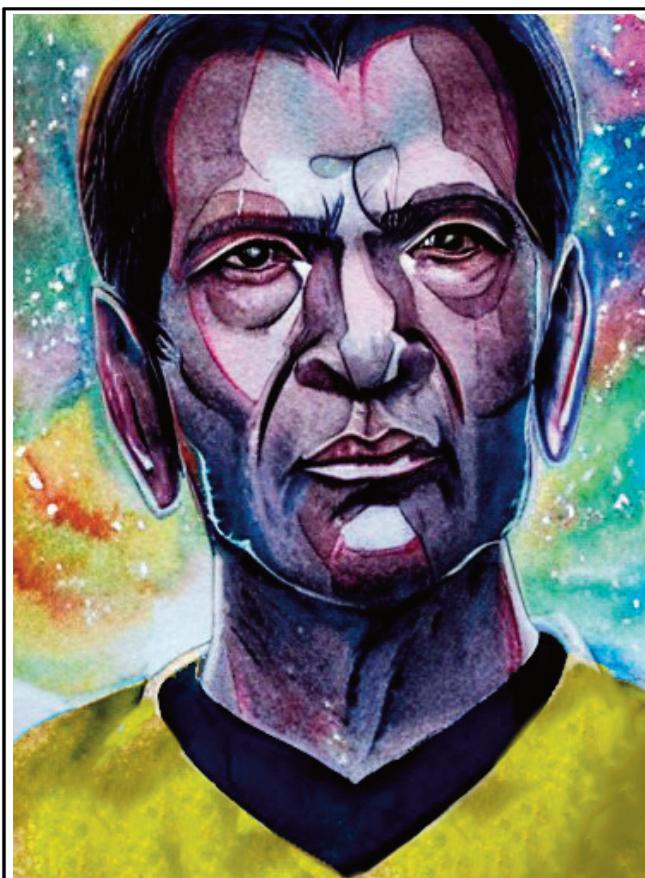
Personal Notes and Lifepath

Areas of Improvement	
Skills	Attribute
1 Gaming	COOL
2 Cbt, Mod	
3 Hobby	

Awards and Honors

Cadet Grad Honors, Silver Palms

Term 1 -
2 -
3 -
4 -
5 -
6 Current Assign
7 -
8 -
9 -
10 -



Dreams and Direction

Starfleet appeals to Erund's nomadic wanderlust, but does constrain in other ways. With Morning Garen's back-and-forth over joining the Federation or not, Erund is torn between that loyalty. For though his actions will not affect planetary-level affairs, a certain level of ambassadorship must be maintained for personal integrity reasons. Whether Starfleet continues to be right for Garen or not remains to be seen. There are numerous opportunities back home and wandering the galaxy at large. Never get stuck in one place is all...

STARFLEET OFFICER RECORD

CADET CRUISE	SCHOOL (C) CONTACT, (C) COMMAND, (D) DEPT. HEAD	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed Honors High Honors
	STARSHIP							
1st								
2nd								
3rd								
4th								
5th								
6th								
ACTIVE DUTY					Term Length		Awards, Honorifics and Notes	
					Efficiency	Cadet Cruise	Grad Honors, Silver Palms	
1st					3 PO	-		
2nd					1 AV	-		
3rd					3 EX	-		
4th	D				1 ✓	-		
5th					3 AV	-		
6th					4 Current Assign, 1yr into Term			
7th								
8th								
9th								
10th								

NAME	Erund Bortavo	AGE	35
SPECIES	P.O.B.	SEX	M
HUMAN	MORNING GAREN	HT	6'0
RANK	Lt. CMDR	WT	210
BRANCH	NAV	HAIR	BLONDE
ASSIGNMENT		EYES	BROWN
		D.O.B.	

23010101

Personal/Family Notes	CREDITS
	19k

STR	55	END	60	INT	75	DEX	61	CHA	70	COOL	64	LUC	20	PSI	50
FOOLIES (CHA+COOL)/2 round down	67	PERCEPTION (INT+LUC)/2 round down	47	FOCUS (INT+COOL)/2 round down	69	PERSEVERENCE (END+LUC)/2 round down	40	(INT+LUC)/2 round down	47						

Administration	40	Demolitions	Medicine	ST Sensors	25
Anthrop		Disguise		ST Services	
		Ecology	6	Meteorology	25
Appraisal		Electronics		Negot/Diplomacy	10
Archaeo		Enviosuit Ops		Oceanography	10
		Federation History	20	Pers Wpn Tech	
Art Scale Models	25	Federation Law	20	Philosophy	
		Forgery		Streetwise	
Astron/Atrophys	40	Gaming	16	ST Sensors	
Biology		Gambling		ST Services	
Botany		Geology		Ecology	30
Bribery		Hvy Wpns Op/Tech	16	Meteorology	
Burglary		History		Negot/Diplomacy	
Carousing				Oceanography	
Chemistry		Holotechnology		Pers Wpn Tech	
Combat		Instruction	20	Philosophy	
Archaic		Interrogation		Streetwise	
Baton Armed	16	Intimidate		ST Sensors	
H-T-H	25	Lang Andorian	10	ST Services	
Modern	30			Ecology	
Computer Op	30	Law		Meteorology	
Computer Tech				Negot/Diplomacy	
Culture		Leadership	39	Oceanography	
		Life Support Tech		Pers Wpn Tech	
Dmg Ctrl Proc		Materials Science	10	Philosophy	
Def Shield Tech	40	Mechanics		Streetwise	

L.T. COMMANDER ERUND BORTAVO

ACTION POINTS		NATURAL 60	WOUND	FATIGUE	STUN	LUC Pool 20 NATURAL	PSI Vector 65				
UNCONSCIOUS SAVES	1	CURRENT	ATTRIBUTE FATIGUE EFFECTS				PSI Pool NATURAL				
	2	SAVE (END/2 rd)									
	3	SAVE (END/4 rd)									
	4	UNC (END/10 rd)									
	5	6									
	6	BARE HAND DAMAGE ... <u>1d10+5</u>		TO HIT TABLE		(SKILL + DEX)/2 = TOHIT DMG					
	7	SKILL BONUS....+ <u>1</u>		Modern..... <u>30</u> <u>61</u> <u>45</u> ... PER SETTING							
	8	TOTAL....= <u>1d10+6</u>		H-T-H..... <u>25</u> <u>61</u> <u>43</u> ... <u>1d10+6</u>							
	9	WEAPON DAMAGE		Baton .. <u>16</u> .. <u>61</u> .. <u>38</u> .. <u>2d10+2</u>							
	10	STR BONUS.....+ <u>2</u>									
		SKILL BONUS....+ <u>0</u>									
		TOTAL....= <u>2</u>									
Action Point Table				A Opportunity Action							
Position Change											
A Turn in Place											
Stand-to-Sit or reverse											
A Stand-to-Kneel or reverse											
A Kneel-to-Prone or reverse											
Movement											
Walk 1sq orthogonal											
diagonal											
Evade 1sq orthogonal											
diagonal											
Crawl 1sq orthogonal											
diagonal											
Run for full Turn											
1/2 all AP											
Climb Stairs or Ladder											
Climb Rope											
Swim											
Equipment and Weapon Use											
A Short Communication											
Draw and Ready Device											
A Operate Familiar Device											
Draw and Ready Weapon											
Aim Weapon											
A Quick-Draw and Fire											
A Fire Ready Weapon											
A Throw Ready Weapon											
Adjust Weapon Settings											
Reload Weapon											
Combat and Emergency Evasion											
A Attack				min. 3							
A Parry/Defend				min. 2							
A Dodge				min. 3							
A Duck Thrown Weapon				2							
A Hide in Same Square				1							
A Hide in Adjacent Square				4							
A Roll Sideways				2							
A Drop-to-Ready				1							
A Drop-to-Prone				0							
A Dive to Prone				2							
A Dive Roll				4							
Flying Tackle				min. 4							
Terrain Modifiers											
Clear, Road or Path				1x AP							
Hills, Light Vegetation				2x AP							
Swampy, Rocky, Hvy Veg				3x AP							
Cliffs, Rough Terrain				2x - 4x AP							

FEDERATION DATABANK

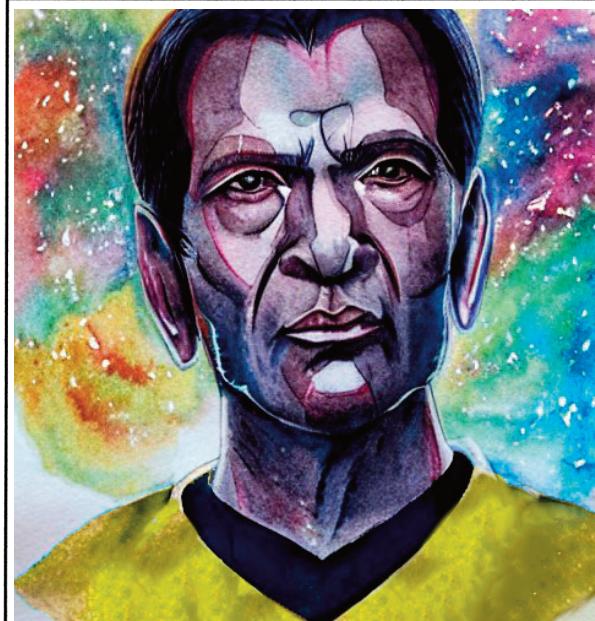
STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	ERUND BORTAVO	AGE	35	STR	D	Top Skills		
SPECIES	P.O.B.	SEX	M	END	D	1. ST Nav, D		
HUMAN	MORNING GAREN	HT	6'0	INT	C	2. ST Helm, E		
BRANCH	NAV	WT	210	DEX	D	3. DefShTech, E		
RANK	Lt. Cmdr	HAIR	BLONDE	CHA	C	4. Astron/Astro, E		
CURRENT ASSIGNMENT		EYES	BROWN	COOL	D	5. Leadership, F		
		D.O.B.		LUC	G	...		
				PSI	D	Dept <input checked="" type="checkbox"/> Y	Cmd <input type="checkbox"/> Y	23010101
						Head <input type="checkbox"/> N	School <input checked="" type="checkbox"/> N	
						Contact Team <input checked="" type="checkbox"/> Y	F	
						Certified? <input checked="" type="checkbox"/> N		

Service Record

Honors

Grad Honors
Silver Palms



Assignments 13 Years Served

Cadet Exploration, 1yr
Term 1 Exploration, 3yrs
Term 2 Exploration, 1yr
Term 3 Exploration, 3yrs
Term 4 Department Head School, 1yr
Term 5 Colonization, 3yrs
Term 6 Current Assign, 1yr into 4yr Term
Term 7
Term 8
Term 9
Term 10



Name Desta Koronis

Family

Homeworld: Gamma Vertis,
Large Research Station
Family Researchers, Okay
Parents: Mother, Deceased

Childhood: Station Outskirts

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / <input checked="" type="checkbox"/> Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / <input checked="" type="checkbox"/> Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / <input checked="" type="checkbox"/> N / Lk / Lv	A/D/E

Lifepath

Academy Happy Romance
Cadet Headache, Lost 1kcr

Term 1 -
2 -
3 -
4 Happy Romance
5 Friend, Childhood Friend
6 Enemy, Locals, Mutual, Loss of Lover
7 -
8 Current Term
9 -
10

History and Notes

Standing before the Federation Assembly and guests, having the Legion of Honor pinned to her jacket will certainly stand as a shining moment for Desta. That her Mother lived to see the day was the only thing that really mattered in that moment. That Desta would soon lose her mother (and later her lover to the betrayal of a new people she was trying to help) has been a blow. Desta has since withdrawn into her work, shunning most all contact that doesn't directly affect the matter at hand. She has no time for personal time anymore.

Dreams and Direction

When things are going so well and then you get hit. Then hit again. And again. There are no ribbons to compensate, there are no palms or laurels so freshly cut nor so well adorned that can fill the holes left behind. What can one do but to work? Get things done. Occupy the time so the rest of it all goes away.

Personal Notes and Lifepath

Areas of Improvement

<u>Skills</u>	<u>Attribute</u>
1 Philosophy, W&P	COOL
2 Negot/Diplo	
3 Crafting	

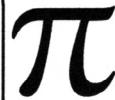
Awards and Honors

<u>Cadet</u>	Grad High Honors, Silver Palms
<u>Term</u>	1 -
	2 -
	3 -
	4 Legion of Honor
	5 -
	6 -
	7 Prantares Ribbon of Excellence, Gold Palms
	8 Current Term
	9 -
	10



STARFLEET OFFICER RECORD

AMBASSADOR DESTA KORONIS



CADET CRUISE	SCHOOL (C) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR
								Passed Honors High Honors
1st								
2nd								
3rd								
4th								
5th								
6th								

NAME	Desta Koronis	AGE	36
SPECIES	P.O.B.	SEX	F
HUMAN	GAMMA VERTIS	HT	5'2
RANK	Ass't Fed Commish	WT	110
BRANCH	DIPLOMAT	HAIR	BLACK
MINOR	LEGAL	EYES	BROWN
ASSIGNMENT	AMB. W/O PORTFOLIO	D.O.B.	

20001001

Personal/Family Notes	CREDITS
	29k

ACTIVE DUTY		Term Length	Awards, Honorifics and Notes		
			Efficiency	Cadet Cruise	Grad High Honors, Silver Palms
1st		2	OU	-	
2nd		1	AV	-	
3rd		1	AV	-	
4th		2	EX	Legion of Honor	
5th		3	EX	-	
6th		2	AV	-	
7th		1	OU	Prantares Ribbon of Excellence, Gold Palms	
8th		3		Current Assign, Just starting Term	
9th					
10th					

STR	47	END	45	INT	75	DEX	52	CHA	80	COOL	43	LUC	25	PSI	45
-----	----	-----	----	-----	----	-----	----	-----	----	------	----	-----	----	-----	----

FOOLIES $(\text{CHA} + \text{COOL})/2$ round down	61	PERCEPTION $(\text{INT} + \text{LUC})/2$ round down	50	FOCUS $(\text{INT} + \text{COOL})/2$ round down	59	PERSEVERENCE $(\text{END} + \text{LUC})/2$ round down	35	$(\text{INT} + \text{LUC})/2$ round down	50
---------------------------------------------------------	----	-----------------------------------------------------------	----	-------------------------------------------------------	----	-------------------------------------------------------------	----	---------------------------------------------	----

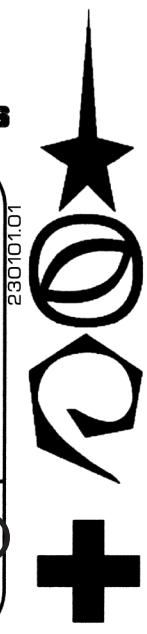
Administration	60	Demolitions	Medicine	ST Sensors
Anthrop		Disguise	ST Services
		Ecology	Meteorology	ST Weapon Ops
Appraisal		Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo		Enviosuit Ops	Oceanography	Stealth/Hide
		Federation History	39	Pers Wpn Tech
Art	24	Federation Law	45	Streetwise
Crafting		Forgery	Philosophy War&Peace	Survival
Astron/Atrophys	10	Gaming	40	Track/Evade
Biology		Gambling	Psych Xeno	Trade & Commerce
Botany		Geology		Transporter Ops
Bribery		Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary		History	Seduction	Trivia
Carousing	30		Shuttle Pilot	
Chemistry		Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat		Instruction	24	Sm Equip Tech
Archaic		Interrogation	15	Sm Unit Tactics
Baton Armed	10	Intimidate	10	Sports
H-T-H	15	Lang Orion	30	ST Cbt Tac/Str
Modern	15	Andorian	25	ST Comm Proc
Computer Op	17	Law		ST Comm Tech
Computer Tech				ST Engineering
Culture Fed Survey	61	Leadership	39	ST Helm
		Life Support Tech		ST Navigation
Dmg Ctrl Proc	10	Materials Science		ST Security
Def Shield Tech		Mechanics		10

ACTION POINTS		NATURAL 45	WOUND	FATIGUE	STUN	LUC Pool 25 NATURAL	PSI Vector 66	rd ((INT+CHA+PSI)/3)							
1	UNCONSCIOUS	CURRENT	ATTRIBUTE FATIGUE EFFECTS			PSI Pool NATURAL									
2	UNCONSCIOUS	SAVE (END/2 rd)													
3	UNCONSCIOUS	SAVE (END/4 rd)													
4	UNCONSCIOUS	SAVE (END/10 rd)													
5	UNCONSCIOUS	SAVE (END/10 rd)													
6	Action Point Table		<i>A Opportunity Action</i>			To-Hit Table									
7	Position Change		<p>▲ Turn in Place 1</p> <p>Stand-to-Sit or reverse 1</p> <p>▲ Stand-to-Kneel or reverse 1</p> <p>▲ Kneel-to-Prone or reverse 1</p>			(SKILL + DEX)/2 = TOHIT DMG									
8	Movement		<p>Walk 1sq orthogonal 1</p> <p>diagonal 1.5</p> <p>Evade 1sq orthogonal 2</p> <p>diagonal 3</p> <p>Crawl 1sq orthogonal 2</p> <p>diagonal 3</p> <p>Run for full Turn 1/2 all AP</p> <p>Climb Stairs or Ladder 2x AP</p> <p>Climb Rope 3x AP</p> <p>Swim 2x AP</p>			Modern..... 15 52 33 PER SETTING									
9	Equipment and Weapon Use		<p>▲ Short Communication 1</p> <p>Draw and Ready Device 2</p> <p>▲ Operate Familiar Device 2</p> <p>Draw and Ready Weapon 2</p> <p>Aim Weapon 2</p> <p>▲ Quick-Draw and Fire 3</p> <p>▲ Fire Ready Weapon 1</p> <p>▲ Throw Ready Weapon 1</p> <p>Adjust Weapon Settings 2</p> <p>Reload Weapon 2</p>			H-T-H..... 15 52 33 1d10+5									
	Combat and Emergency Evasion		<p>▲ Attack min. 3</p> <p>▲ Parry/Defend min. 2</p> <p>▲ Dodge min. 3</p> <p>▲ Duck Thrown Weapon 2</p> <p>▲ Hide in Same Square 1</p> <p>▲ Hide in Adjacent Square 4</p> <p>▲ Roll Sideways 2</p> <p>▲ Drop-to-Ready 1</p> <p>▲ Drop-to-Prone 0</p> <p>▲ Dive to Prone 2</p> <p>▲ Dive Roll 4</p> <p>Flying Tackle min. 4</p>			Baton .. 10 .. 52 .. 31 .. 2d10+2									
	Terrain Modifiers		<p>Clear, Road or Path 1x AP</p> <p>Hills, Light Vegetation 2x AP</p> <p>Swampy, Rocky, Hvy Veg 3x AP</p> <p>Cliffs, Rough Terrain 2x - 4x AP</p>												
	To-Hit Modifiers		Target Modifiers							Dice Mod					
	Range		<p>Point-Blank -15</p> <p>Short 0</p> <p>Medium +15</p> <p>Long +30</p> <p>Extreme +45</p>												
	Size		<p>Very Small +30</p> <p>Small +15</p> <p>Man-size 0</p> <p>Large -15</p> <p>Specific Location +15</p>												
	Position		<p>Standing 0</p> <p>Crouched +5</p> <p>Prone -10</p>												
	Concealment		<p>≤ 1/3 0</p> <p>1/3 - 2/3 +10</p> <p>2/3 ≥ +30 or more</p>												
	Movement		<p>Stationary -15</p> <p>Moving 0</p> <p>Running +5</p>												
	Attacker Modifiers		<p>Aiming</p> <p>Aimed Shot -25</p> <p>Snapshot 0</p> <p>Quick-Draw/Shoot +25</p> <p>Wrong-Hand +20</p> <p>Simultaneous Attacks +10 each</p>												
	Movement		<p>Stationary 0</p> <p>Moving +5</p> <p>Running +15</p> <p>Evading +30</p>												
	Vulcan Nerve Pinch		<p>Target is: Die Mod</p> <p>Totally Unawares -30</p> <p>Surprised or Distracted -20</p> <p>Alert and Aware +20</p> <p>Aware of the Technique +40</p>												

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	DESTA KORONIS	AGE	36	STR	E	Top Skills	
SPECIES	P.O.B.	SEX	F	END	E	1. Negot/Diplo, C	
HUMAN	GAMMA VERTIS	HT	5'2	INT	C	2. Cult, Fed, D	
BRANCH	DIPLOMAT, MINOR LEGAL	WT	110	DEX	D	3. Fed Law, E	
RANK	ASS'T FED COMMISSIONER	HAIR	BLACK	CHA	B	4. Philo, W&P, E	
CURRENT ASSIGNMENT		EYES	BROWN	COOL	E	5. Admin, D	
AMB. w/o PORTFOLIO		D.O.B.		LUC	F	...	
				PSI	E	Dept Y/ Head N	Cmd Y/ School N
						Contact Team Y/ Certified? F N	

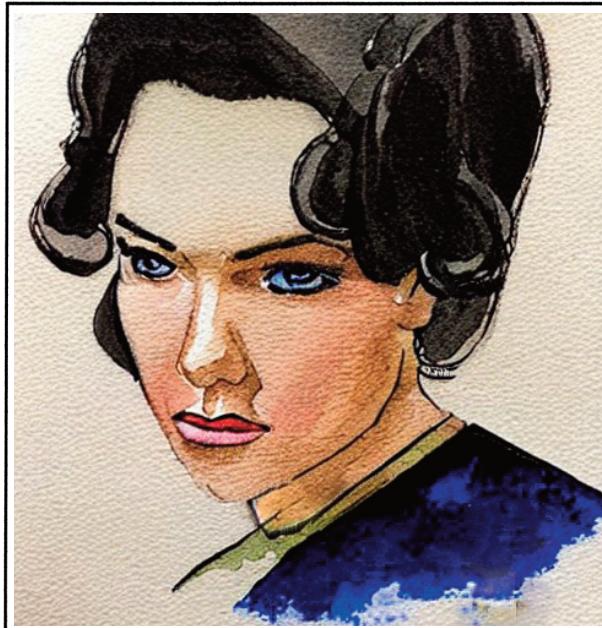


23010101

Service Record

Honors

Grad High Honors
Silver Palms
Legion of Honor
Prantares Ribbon of Excellence
Gold Palms



Assignments 13 Years Served

Cadet Constellation, 1yr
Term 1 Exploration, 2yrs
Term 2 Exploration, 1yr
Term 3 Colonization, 1yr
Term 4 Exploration, 2yrs
Term 5 Starbase 5, 3yrs
Term 6 Exploration, 2yrs
Term 7 Academy Instructor, 1yr
Term 8 Current Assign, Just starting 3yr Term
Term 9
Term 10

Name Gulzar

Personal Notes and Lifepath

Family

Homeworld: Mindara XII

Family Scientists, Okay

Parents: Mother, Deceased

Childhood: Open Air, Village

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
④	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy -

Cadet -

<u>Term</u>	1	-
	2	Romance, Probs, Incompatible
	3	-
	4	-
	5	Mentor, +2 Botany
	6	Happy Romance
	7	Current Assign
	8	
	9	
	10	

History and Notes

Farmer turned scientist turned trade representative turned to Undersecretary of the UFP representing New Worlds Agricultural Bureau. What can one do but otherwise credit diligent record keeping, personal organizational skills and devotion to the cause. A steady hand moving forward with methodical precision.

Dreams and Direction

From simple farmer to Federation Quadrant leadership, the 25yr road has been a surprise. With another 16yrs ahead, is that enough time to get everything done? Perhaps. What else would there be to do?

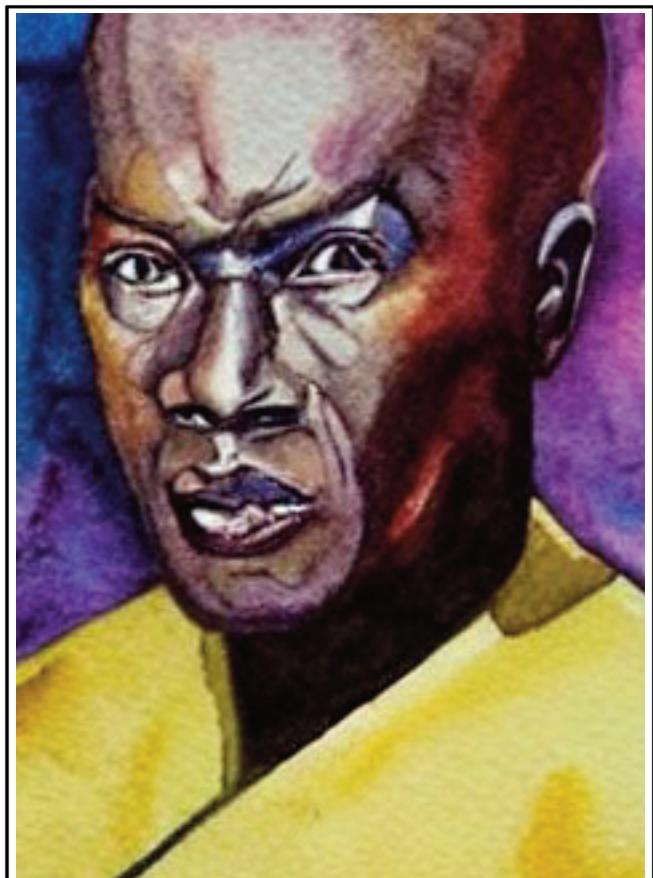
Areas of Improvement	
Skills	Attribute
1 Admin	COOL
2 AgroTech	
3 Botany	

Awards and Honors

Cadet Grad Honors / -

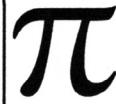
Term

- 1 -
- 2 Commendation
- 3 -
- 4 -
- 5 Dec for Gallantry
- 6 -
- 7 Current Assign
- 8
- 9
- 10



STARFLEET OFFICER RECORD

UNDERSECRETARY GULZAR



CADET CRUISE <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>1st</td><td></td><td></td></tr> <tr><td>2nd</td><td></td><td></td></tr> <tr><td>3rd</td><td></td><td></td></tr> <tr><td>4th</td><td></td><td></td></tr> <tr><td>5th</td><td></td><td></td></tr> <tr><td>6th</td><td></td><td></td></tr> </table> ACTIVE DUTY <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>1st</td><td></td><td></td><td style="text-align: right;">Term Length</td></tr> <tr><td>2nd</td><td></td><td></td><td style="text-align: right;">Efficiency</td></tr> <tr><td>3rd</td><td></td><td></td><td style="text-align: right;">Cadet Cruise</td></tr> <tr><td>4th</td><td></td><td></td><td style="text-align: right;">Grad Honors, Commendation</td></tr> <tr><td>5th</td><td></td><td></td><td></td></tr> <tr><td>6th</td><td>C</td><td></td><td></td></tr> <tr><td>7th</td><td></td><td></td><td></td></tr> <tr><td>8th</td><td></td><td></td><td></td></tr> <tr><td>9th</td><td></td><td></td><td></td></tr> <tr><td>10th</td><td></td><td></td><td></td></tr> </table>	1st			2nd			3rd			4th			5th			6th			1st			Term Length	2nd			Efficiency	3rd			Cadet Cruise	4th			Grad Honors, Commendation	5th				6th	C			7th				8th				9th				10th				SCHOOL (C) CONTACT, (C) COMMAND, (D) DEPT. HEAD STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR Passed Honors High Honors	NAME Gulzar AGE 48 SPECIES HUMAN P.O.B. MINDARA XII SEX M HT 5'8 RANK UNDERSECRETARY WT 225 BRANCH DIPLOMAT HAIR BROWN MINOR SCI EYES BROWN ASSIGNMENT QUADRANT UNDERSECRETARY D.O.B. OF AGRICULTURAL AFFAIRS	2301001
	1st																																																												
	2nd																																																												
	3rd																																																												
	4th																																																												
	5th																																																												
	6th																																																												
	1st			Term Length																																																									
	2nd			Efficiency																																																									
	3rd			Cadet Cruise																																																									
4th			Grad Honors, Commendation																																																										
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6th	C																																																												
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10th																																																													
Personal/Family Notes																																																													
CREDITS 48k																																																													
Awards, Honorifics and Notes																																																													
5 AV - 4 AV - 5 AV Commendation 3 AV Dec for Gallantry 4 AV - 2 / 4 Current Assign, Just starting Term																																																													
STR 51 END 50 INT 80 DEX 53 CHA 60 COOL 45 LUC 50 PSI 34																																																													
FOOLIES $(\text{CHA} + \text{COOL})/2$ round down 52 PERCEPTION $(\text{INT} + \text{LUC})/2$ round down 65 FOCUS $(\text{INT} + \text{COOL})/2$ round down 62 PERSEVERENCE $(\text{END} + \text{LUC})/2$ round down 50 $(\text{INT} + \text{LUC})/2$ round down 65																																																													
Administration 75 Demolitions Medicine ST Sensors Anthrop Disguise ST Services Ecology 43 Meteorology ST Weapon Ops Appraisal Electronics Negot/Diplomacy 60 ST Weapons Tech Archaeo Enviosuit Ops Oceanography Stealth/Hide Art Federation History 30 Pers Wpn Tech Streetwise Federation Law 60 Philosophy Survival Forgery Astron/Atrophys 10 Gaming Physics Track/Evade Biology Gambling Psych Trade & Commerce 20 Botany 52 Geology Bribery Hvy Wpns Op/Tech Scrounge Transporter Ops Burglary History Seduction Transporter Tech Carousing 30 Shuttle Pilot Trivia History of Agro 29 Chemistry 20 Holotechnology Shuttle Sys Tech Variable-G Ops Combat Archaic Instruction 58 Sm Equip Tech Vehicle Op Baton Armed 10 Interrogation Sm Unit Tactics H-T-H 15 Lang Orion 10 Sports Warp Drive Tech Modern 15 Tellarite 15 ST Cbt Tac/Str Zoology 20 Computer Op 55 Law ST Comm Proc Agricultural Techno/niques 60 Computer Tech Culture Leadership 30 ST Comm Tech Life Support Tech ST Engineering Dmg Ctrl Proc 10 Materials Science ST Helm Def Shield Tech Mechanics ST Navigation ST Security																																																													

ACTION POINTS		NATURAL 50	WOUND	FATIGUE	STUN	LUC Pool 50 NATURAL	PSI Vector 58	rd ((INT+CHA+PSI)/3)
1	UNCONSCIOUS	CURRENT	ATTRIBUTE FATIGUE EFFECTS			PSI Pool NATURAL		
2	UNCONSCIOUS	SAVE (END/2 rd)						
3	UNCONSCIOUS	SAVE (END/4 rd)						
4	UNCONSCIOUS	SAVE (END/10 rd)						
5	UNCONSCIOUS	SAVE (END/10 rd)						
6	Action Point Table		A Opportunity Action			To Hit Table		
7	Position Change		A Turn in Place 1 Stand-to-Sit or reverse 1 A Stand-to-Kneel or reverse 1 A Kneel-to-Prone or reverse 1			(SKILL + DEX)/2 = TOHIT DMG		
8	Movement		Walk 1sq orthogonal 1 diagonal 1.5 Evade 1sq orthogonal 2 diagonal 3 Crawl 1sq orthogonal 2 diagonal 3 Run for full Turn 1/2 all AP Climb Stairs or Ladder 2x AP Climb Rope 3x AP Swim 2x AP			Modern..... 15 53 34 PER SETTING		
9						H-T-H..... 15 53 34 1d10+5		
10						Baton .. 10 .. 53 .. 31 .. 2d10+2		
Equipment and Weapon Use								
		A Short Communication 1 Draw and Ready Device 2 A Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 A Quick-Draw and Fire 3 A Fire Ready Weapon 1 A Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2			To-Hit Modifiers			
Combat and Emergency Evasion		A Attack min. 3 A Parry/Defend min. 2 A Dodge min. 3 A Duck Thrown Weapon 2 A Hide in Same Square 1 A Hide in Adjacent Square 4 A Roll Sideways 2 A Drop-to-Ready 1 A Drop-to-Prone 0 A Dive to Prone 2 A Dive Roll 4 Flying Tackle min. 4			Target Modifiers			
Terrain Modifiers		Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hvy Veg 3x AP Cliffs, Rough Terrain 2x - 4x AP			Range			
230101.01					Point-Blank -15 Short 0 Medium +15 Long +30 Extreme +45			
					Size			
					Very Small +30 Small +15 Man-size 0 Large -15 Specific Location +15			
					Position			
					Standing 0 Crouched +5 Prone -10			
					Concealment			
					≤ 1/3 0 1/3 - 2/3 +10 2/3 ≥ +30 or more			
					Movement			
					Stationary -15 Moving 0 Running +5			
					Attacker Modifiers			
					Aiming			
					Aimed Shot -25 Snapshot 0 Quick-Draw/Shoot +25 Wrong-Hand +20 Simultaneous Attacks +10 each			
					Movement			
					Stationary 0 Moving +5 Running +15 Evading +30			
					Vulcan Nerve Pinch			
					Target is: Die Mod			
					Totally Unawares -30 Surprised or Distracted -20 Alert and Aware +20 Aware of the Technique +40			

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	GULZAR	AGE	48	STR	D	Top Skills		
SPECIES	P.O.B. MINDARA XII	SEX	M	END	D	1. Admin, C		
BRANCH	DIPLOMAT MINOR SCI	HT	5'8	INT	B	2. Agro Tech, D		
RANK	UNDERSECRETARY	WT	225	DEX	D	3. Negot/Diplo, D		
CURRENT ASSIGNMENT		HAIR	BROWN	CHA	D	4. Fed Law, D		
		EYES	BROWN	COOL	E	5. Instruction, D		
			D.O.B.	LUC	D	Dept	Y	Cmd
				PSI	F	Head	N	School
						Contact Team	Y	F
						Certified?	N	

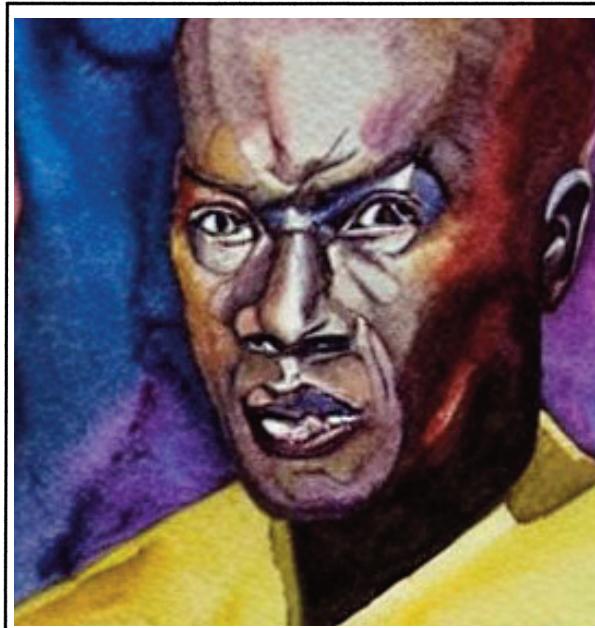
23010101



Service Record

Honors

Grad Honors
Commendation
Commendation
Dec for Gallantry



Assignments 25 Years Served

Cadet Academy Instructor, 1yr
Term 1 Colonization, 5yrs
Term 2 Academy Instructor, 4yrs
Term 3 Exploration, 5yrs
Term 4 Exploration, 3yrs
Term 5 Colonization, 5yrs
Term 6 "Command School", 2yrs
Term 7 Current Assign, Just starting 4yr Term
Term 8
Term 9
Term 10

Name T'Gan

Personal Notes and Lifepath

Family

Homeworld: Starbase 1, Open air, natural

Family Common Folk, Vanished, Only I escaped

Parents: Unknown

Childhood: Large City

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / O / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
④	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Headache, Local Trouble

Cadet Friend, Mentor

Term 1 Current Assign

2

3

4

5

6

7

8

9

10

Awards and Honors

Cadet Grad Honors / -

Term 1 Current Assign

2

3

4

5

6

7

8

9

10

History and Notes

The humans would call it a whirlwind, but the individual events clearly had no bearing to the others. No. That the delegation's transport was lost en route and T'Gan's ship and credentials were redirected as they were was only logical. T'Gan as the nearest and only Vulcanian in the region was sufficient grounds enough for transfer. That T'Gan was herself en route to a posting elsewhere has caused some stress, but this is simply the IDIC at work. One must celebrate the unexpected for the diverse array of options opened thereby.

Dreams and Direction

With this the start of a career, T'Gan can only strive to make this first unexpected assignment successful in every possible way. Clearly there is no logical means by which long-term future decision can be made when there are so many mitigating factors in the present. As the humans would say, "Wherever the winds take you." Still, it would someday be interesting to discover the fate of T'Gan's family. For though there is no sense in mourning if they still live, to hold out hope for after years is a futile exercise.



STARFLEET OFFICER RECORD

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CHARGE D'AFFAIR T'GAN

SCHOOL (C) CONTACT, (C) COMMAND, (D) DEPT. HEAD		STARSHIP EXPLORATION		MILITARY COLONIZATION		MERCHANT MARINE		STARBASE DUTY		ACADEMY INSTRUCTOR						
										Passed						
										Honors						
										High Honors						
CADET CRUISE																
1st																
2nd																
3rd																
4th																
5th																
6th																
ACTIVE DUTY						Term Length										
				Efficiency												
1st						1		Just Starting/Ending Assign, 1st year into 1yr Term								
2nd																
3rd																
4th																
5th																
6th																
7th																
8th																
9th																
10th																
STR	88	END	70	INT	75	DEX	60	CHA	60	COOL	83	LUC	10	PSI	99	
FOOLIES	(CHA+COOL)/2 round down	Vulcan -10	61	PERCEPTION	(INT+LUC)/2 round down	Vulcan +10	52	FOCUS	(INT+COOL)/2 round down	Vulcan +10	89	Vulcan +10	(END+LUC)/2 round down	PERSEVERENCE	Vulcan +10 (INT+LUC)/2 round down	50
Administration	30	Demolitions		Medicine		ST Sensors		ST	Sensors							
Anthrop		Disguise				ST Services		ST	Services							
Appraisal		Ecology		Meteorology		ST Weapon Ops		ST	Weapon Ops							
Archaeo	Vulcan	13	Electronics	7	Negot/Diplomacy	40	ST Weapons Tech		ST	Weapons Tech						
Art	Human	10	Enviosuit Ops	5	Oceanography		Stealth/Hide		Stealth	/Hide						
Biology			Federation History	40	Pers Wpn Tech		Streetwise		Streetwise							
Botany			Federation Law	40	Philosophy	Poli Sci.	40	Survival	Desert.	12						
Bribery			Forgery													
Burglary			Gaming	39	Physics		Track/Evade		Track	/Evade						
Carousing			Gambling		Psych		Trade & Commerce		Trade	& Commerce						
Chemistry			Geology				Transporter Ops	10	Transporter	Ops	10					
Combat			Hvy Wpns Op/Tech		Scrounge		Transporter Tech	12	Transporter	Tech.	12					
Archaic			History	Earth	20	Seduction		Trivia		Trivia						
Baton Armed	10		Shuttle Pilot													
H-T-H	15		Shuttle Sys Tech													
Modern	15		Sm Equip Tech.	15												
Computer Op	10		Sm Unit Tactics	10												
Computer Tech			Sports													
Culture	Human	25	ST Cbt Tac/Str.													
Tellarite	17	Law	ST Comm Proc													
Dmg Ctrl Proc	10	Leadership	40	ST Comm Tech												
Def Shield Tech	7	Life Support Tech	10	ST Engineering	20											
		Materials Science		ST Helm												
		Mechanics	7	ST Navigation												
				ST Security	10											

NAME T'Gan

AGE 49

SPECIES

VULCANIAN

P.O.B.

SEX F

STARBASE 1

HT 5'10

RANK

CHARGE D'AFFAIR

WT 135

BRANCH

DIPLOMAT

HAIR BLACK

ASSIGNMENT

MINOR ENG EYES BROWN

D.O.B.

2301001

Personal/Family Notes

CREDITS

3k

Awards, Honorifics and Notes

Cadet Cruise Grad Honors

ACTION POINTS		NATURAL 70	WOUND	FATIGUE	STUN	LUC Pool 10	PSI Vector 78	rd
1	UNCONSCIOUS	CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL	PSI Pool 78	((INT+CHA+PSI)/3)
2	UNCONSCIOUS	SAVE (END/2 rd)						
3	UNCONSCIOUS	SAVE (END/4 rd)						
4	UNCONSCIOUS	SAVE (END/10 rd)						
5	UNCONSCIOUS	SAVE (END/10 rd)						
6	Action Point Table		A Opportunity Action			TO HIT TABLE		
7	Position Change		A Turn in Place 1 Stand-to-Sit or reverse 1 A Stand-to-Kneel or reverse 1 A Kneel-to-Prone or reverse 1			(SKILL + DEX)/2 = TOHIT DMG		
8	Movement		Walk 1sq orthogonal 1 diagonal 1.5 Evade 1sq orthogonal 2 diagonal 3 Crawl 1sq orthogonal 2 diagonal 3 Run for full Turn 1/2 all AP Climb Stairs or Ladder 2x AP Climb Rope 3x AP Swim 2x AP			Modern..... 15..... 60..... 37..... PER SETTING		
9						H-T-H..... 15..... 60..... 37..... 2d10		
10						Baton .. 10 .. 60 .. 35 .. 2d10+4		
	WEAPON DAMAGE		STR BONUS..... + 4 SKILL BONUS..... + 0 TOTAL..... = 4					
	Action Point Table							
	Position Change					To-Hit Modifiers		
	Movement					Target Modifiers		
	Equipment and Weapon Use					Range		
	Combat and Emergency Evasion					Point-Blank -15		
	Terrain Modifiers					Short 0		
	230101.01					Medium +15		
						Long +30		
						Extreme +45		
						Size		
						Very Small +30		
						Small +15		
						Man-size 0		
						Large -15		
						Specific Location +15		
						Position		
						Standing 0		
						Crouched +5		
						Prone -10		
						Concealment		
						$\leq 1/3$ 0		
						1/3 - 2/3 +10		
						2/3 ≥ +30 or more		
						Movement		
						Stationary -15		
						Moving 0		
						Running +5		
						Attacker Modifiers		
						Aiming		
						Aimed Shot -25		
						Snapshot 0		
						Quick-Draw/Shoot +25		
						Wrong-Hand +20		
						Simultaneous Attacks +10 each		
						Movement		
						Stationary 0		
						Moving +5		
						Running +15		
						Evading +30		
						Vulcan Nerve Pinch		
						Target is: Die Mod		
						Totally Unawares -30		
						Surprised or Distracted -20		
						Alert and Aware +20		
						Aware of the Technique +40		

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	T'GAN	AGE	49	STR	B	Top Skills	
SPECIES	P.O.B.	SEX	F	END	C	1. Philo PoliSci, E	
VULCANIAN	STARBASE I	HT	5,10	INT	C	2. Negot/Diplo, E	
BRANCH	DIPLOMAT, MINOR ENG	WT	135	DEX	D	3. Leadership, E	
RANK	CHARGE D'AFFAIR	HAIR	BLACK	CHA	D	4. Fed Law, E	
CURRENT ASSIGNMENT		EYES	BROWN	COOL	B	5. Fed History, E	
				LUC	H	Dept	Y
				PSI	A	Head	N
						Cmd	Y
						School	N
						Contact Team	Y
						Certified?	F
							N

Service Record

Honors

Grad Honors



Assignments 1 Years Served

Cadet Exploration, 1yr

Term 1 Current Assign, Just starting 1yr Term

Term 2

Term 3

Term 4

Term 5

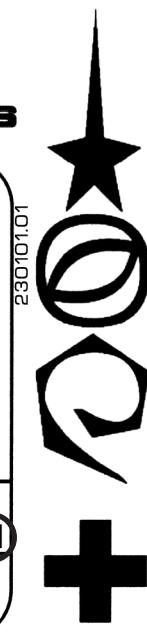
Term 6

Term 7

Term 8

Term 9

Term 10



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Name Ranmilik Lenfenen

Personal Notes and Lifepath

Family

Homeworld: Edo

Family Starfleet, Sole Survivor

Parents: Both K.I.A.

Childhood: Town Outskirts

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/Y/R/E

Lifepath

Academy Enemy, Underling, Mutual, Accused of Cowardice

Cadet Friend, Like Big Brother

<u>Term</u>	1	-	1
	2	-	2
	3	Fast Times	3
	4	Friend, Local Planetary Authority	4
	5	Mentor, +15 Trivia (s)	5
	6	Enemy, Childhood Rival, Mutual, Foiled plans	6
	7	Current Term	7
	8		8
	9		9
	10		10

History and Notes

Ran is second generation Starfleet with his parents amongst the first Edoans to join. That they were both killed in action was a blow to Ran and testament to their devotion and an example for all Edoans to follow. It was their loss that encouraged Ran's childhood friend to plot the destruction of a Starfleet recruiting office. That Ran found out and was able to stop it will be one of Ran's more distinct memories. Even if they had offered a medal, he wouldn't have accepted it.

Dreams and Direction

With 20yrs down, it's only another 20 for that pension, so why not. Returning home to Edo that last time and saving the recruiting office, it showed that you can't go home. But Ran knew that when the parents were killed. There's not a lot left behind, so up ahead is the only other way to go. Experience what there is while it can be for the world is ever-changing around one.

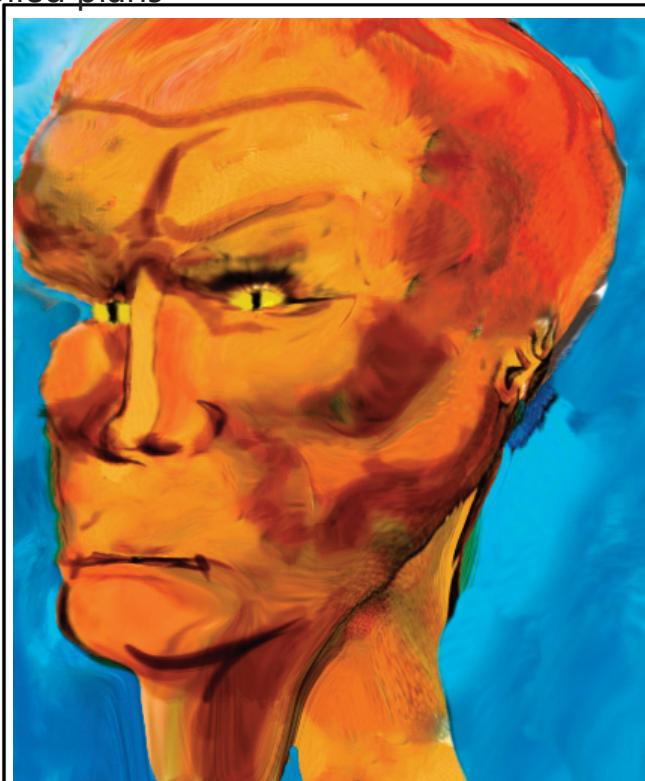
Areas of Improvement	
Skills	Attribute
1 Psych, Xeno	COOL
2 Culture, Tellarite	
3 Carousing	

Awards and Honors

Cadet

-

Term	1
	2
	3
	4
	5
	6
	7 Current Term
	8
	9
	10



STARFLEET OFFICER RECORD

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SUB-MINISTER RANMILIK LENFENEN

CADET CRUISE	SCHOOL (C) CONTACT, (C) COMMAND, (D) DEPT. HEAD STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR	Passed Honors High Honors	NAME Ranmilik Lenfenen AGE 52 SPECIES EDOAN P.O.B. EDO SEX M RANK SUB-MINISTER WT 110 BRANCH DIPLOMAT HAIR NONE ASSIGNMENT EYES YELLOW D.O.B.					
	1st							
	2nd							
	3rd							
	4th							
	5th							
	6th							
	ACTIVE DUTY		Term Length Efficiency	Personal/Family Notes Awards, Honorifics and Notes				
	1st		1 AV -	CREDITS 48k				
	2nd		3 AV -					
3rd		4 OU -						
4th		3 AV -						
5th		4 AV -						
6th	D	1						
7th		3 Current Assign, 1yr into Term						
8th								
9th								
10th								
STR	55	END 60	INT 70	DEX 83	CHA 62	COOL 45	LUC 54	PSI 29
FOOLIES (CHA+COOL)/2 round down	53	PERCEPTION (INT+LUC)/2 round down	62	FOCUS (INT+COOL)/2 round down	57	Edoan-05 PERSEVERENCE (END+LUC)/2 round down	52	Edoan-05 (INT+LUC)/2 round down 57

Administration	83	Demolitions	Medicine	Edoan	ST Sensors
Anthrop		Disguise			ST Services
		Ecology	15	Meteorology	10 ST Weapon Ops
Appraisal		Electronics		Negot/Diplomacy	60 ST Weapons Tech
Archaeo		Enviosuit Ops		Oceanography	Stealth/Hide
		Federation History	40	Pers Wpn Tech	Streetwise
Art Appreciation	25	Federation Law	60	Philosophy	Survival
		Dance	41	Forgery	
Astron/Atrophys	10	Gaming		Physics	Track/Evade
Biology		Gambling		Psych	Xeno
Botany		Geology		Scrounge	Trade & Commerce
Bribery		Hvy Wpns Op/Tech		Seduction	Transporter Ops
Burglary		History		Shuttle Pilot	Transporter Tech
Carousing	49			Shuttle Sys Tech	Trivia History of Dance
Chemistry		Holotechnology		Sm Equip Tech	Variable-G Ops
Combat		Instruction	20	Sm Unit Tactics	Vehicle Op
		Interrogation		Sports	Warp Drive Tech
Archaic		Intimidate			Zoology
Staff Armed	10	Lang English	30	ST Cbt Tac/Str	
H-T-H	30			ST Comm Proc	
Modern	30			ST Comm Tech	
Computer Op	50	Law		ST Engineering	
Computer Tech				ST Helm	
Culture Human	40	Leadership	40	ST Navigation	
Tellarite	25	Life Support Tech		ST Security	10
Dmg Ctrl Proc	10	Materials Science			
Def Shield Tech		Mechanics			

ACTION POINTS		NATURAL 60	WOUND FATIGUE STUN			LUC Pool 54 NATURAL	PSI Vector 53		((INT+CHA+PSI)/3) rd	
1	2		3	4	5		7	8		
1	2	CURRENT								
2	3	SAVE (END/2 rd)								
3	4	SAVE (END/4 rd)	BARE HAND DAMAGE... <u>1d10+5</u>	SKILL BONUS....+ <u>1</u>	TOTAL....= <u>1d10+6</u>	Modern.....30.....83.....56.....PER SETTING				
4	5	UNC (END/10 rd)				H-T-H.....30.....83.....56.....1d10+6				
5	6	SAVES	<u>WEAPON DAMAGE</u>	STR BONUS....+ <u>2</u>	TOTAL....= <u>3</u>	Staff ..10 ..83 ..46 ..4d10+3				
6	7		Action Point Table	A Opportunity Action						
7	8		<i>Position Change</i>							
8	9		A Turn in Place							
9	10		1							
10	11		Stand-to-Sit or reverse							
11	12		1							
12	13		A Stand-to-Kneel or reverse							
13	14		1							
14			A Kneel-to-Prone or reverse							
			<i>Movement</i>							
			Walk 1sq orthogonal							
			1							
			diagonal							
			1.5							
			Evade 1sq orthogonal							
			2							
			diagonal							
			3							
			Crawl 1sq orthogonal							
			2							
			diagonal							
			3							
			Run for full Turn							
			1/2 all AP							
			Climb Stairs or Ladder							
			2x AP							
			Climb Rope							
			3x AP							
			Swim							
			2x AP							
			<i>Equipment and Weapon Use</i>							
			A Short Communication							
			1							
			Draw and Ready Device							
			2							
			A Operate Familiar Device							
			2							
			Draw and Ready Weapon							
			2							
			Aim Weapon							
			2							
			A Quick-Draw and Fire							
			3							
			A Fire Ready Weapon							
			1							
			A Throw Ready Weapon							
			1							
			Adjust Weapon Settings							
			2							
			Reload Weapon							
			2							
			<i>Combat and Emergency Evasion</i>							
			A Attack							
			min. 3							
			A Parry/Defend							
			min. 2							
			A Dodge							
			min. 3							
			A Duck Thrown Weapon							
			2							
			A Hide in Same Square							
			1							
			A Hide in Adjacent Square							
			4							
			A Roll Sideways							
			2							
			A Drop-to-Ready							
			1							
			A Drop-to-Prone							
			0							
			A Dive to Prone							
			2							
			A Dive Roll							
			4							
			Flying Tackle							
			min. 4							
			<i>Terrain Modifiers</i>							
			Clear, Road or Path							
			1x AP							
			Hills, Light Vegetation							
			2x AP							
			Swampy, Rocky, Hvy Veg							
			3x AP							
			Cliffs, Rough Terrain							
			2x - 4x AP							

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	RANMILIK LENFENEN	AGE	52	STR	D	Top Skills		
SPECIES	P.O.B.	SEX	M	END	D	1. Admin, B		
EDOAN	EDO	HT	5'0	INT	C	2. Negot/Diplo, D		
BRANCH	DIPLOMAT	WT	110	DEX	B	3. Fed Law, D		
RANK	SUB-MINISTER	HAIR	NONE	CHA	D	4. Psych, Xeno, D		
CURRENT ASSIGNMENT		EYES	YELLOW	COOL	E	5. Carousing, E		
		D.O.B.		LUC	D	...		
				PSI	F	Dept	Y	Cmd Y
						Head	N	School N
						Contact Team	Y F	
						Certified?	N	

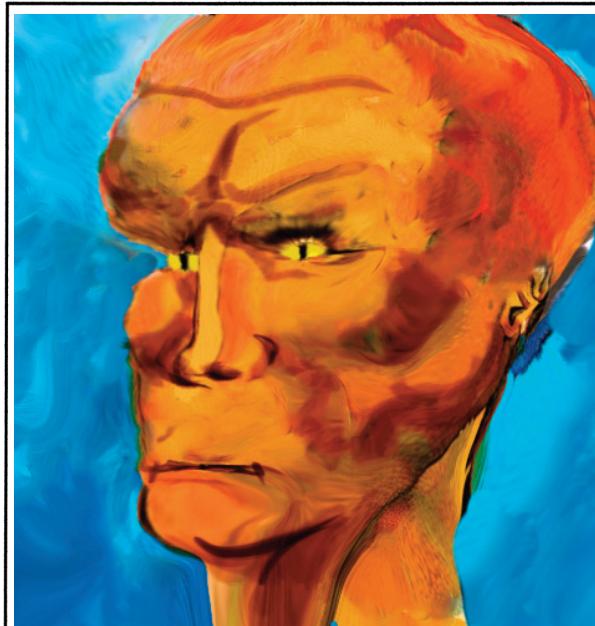
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Service Record

Honors

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Assignments 20 Years Served

Cadet Colonization, 1yr / Exploration, 1yr / Starbase 6, 1yr

Term 1 Colonization, 1yr

Term 2 Colonization, 3yrs

Term 3 Merchant Marine, 4yrs

Term 4 Merchant Marine, 3yrs

Term 5 Colonization, 4yrs

Term 6 Department Head School, 1yr

Term 7 Current Assign, 1yr into 3yr Term

Term 8

Term 9

Term 10

Name Alesia Bellaqua

Family

Homeworld: Daran V, Lg Colony World, Est 40yrs+

Family Merchants, Okay

Parents: Father, deceased

Childhood: Starfleet

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
③	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Enemy, SB Staff, Mutual, Accused of Flaw

Cadet -

Term 1 Friend, Childhood

2 -

3 Lover Killed in Accident

4 Current Term

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History and Notes

Growing up around merchants, there was seemingly a shady-side Alesia didn't quite understand, but was aware of. The loss of her father may have been another contributing factor to joining Starfleet Intelligence services. A beautiful and sensual person already, Alesia was almost too cliche for the 'honey pot' role so familiar to Intelligence gathering. Nevertheless with training and now years of experience, Alesia demonstrates what a variety of skillsets and a modest bankroll can achieve.

Dreams and Direction

That Alesia met up with a childhood sweetheart again after decades apart and then to lose him so few years later is a scar that Alesia is still quietly tending. It's good that the work doesn't require love, because she just lost all she ever had. Time to get back to work. That intelligence isn't going to collect itself. Get back to mod'ing that old Shuttle craft in the hangar and keep on keeping on.

Personal Notes and Lifepath

Areas of Improvement	
Skills	Attribute
1 Shuttle Sys Tech	END
2 Intimidate	
3 Carousing	

Awards and Honors

Cadet Grad High Honors, - / -

Term 1 Silver Palms
2 Dec for Valor
3 -
4 Current Term

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OPERATIVE ALESIS BELLAQUA

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STARFLEET OFFICER RECORD

CADET CRUISE <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>1st</td><td></td></tr> <tr><td>2nd</td><td></td></tr> <tr><td>3rd</td><td></td></tr> <tr><td>4th</td><td></td></tr> <tr><td>5th</td><td></td></tr> <tr><td>6th</td><td></td></tr> </table> ACTIVE DUTY <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>Term Length</td><td></td></tr> <tr><td>Efficiency</td><td>Cadet Cruise</td></tr> <tr><td></td><td>Grad High Honors, - / -, Hood on both Tours</td></tr> <tr><td>1st</td><td>2 EX Silver Palms, Republic</td></tr> <tr><td>2nd</td><td>3 AV Dec for Valor, Constellation</td></tr> <tr><td>3rd</td><td>3 AV -</td></tr> <tr><td>4th</td><td>4 Current Assign, 3yrs into 4yr Term</td></tr> <tr><td>5th</td><td></td></tr> <tr><td>6th</td><td></td></tr> <tr><td>7th</td><td></td></tr> <tr><td>8th</td><td></td></tr> <tr><td>9th</td><td></td></tr> <tr><td>10th</td><td></td></tr> </table>	1st		2nd		3rd		4th		5th		6th		Term Length		Efficiency	Cadet Cruise		Grad High Honors, - / -, Hood on both Tours	1st	2 EX Silver Palms, Republic	2nd	3 AV Dec for Valor, Constellation	3rd	3 AV -	4th	4 Current Assign, 3yrs into 4yr Term	5th		6th		7th		8th		9th		10th		SCHOOL (C) CONTACT, (C) COMMAND, (D) DEPT. HEAD STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR Passed Honors High Honors	<div style="display: flex; justify-content: space-between;"> NAME Alesia Bellaqua AGE 36 </div> <div style="display: flex; justify-content: space-between;"> SPECIES HUMAN P.O.B. DARAN V SEX F HT 5'5 </div> <div style="display: flex; justify-content: space-between;"> RANK OPERATIVE WT 100 </div> <div style="display: flex; justify-content: space-between;"> BRANCH INTELLIGENCE HAIR BLACK </div> <div style="display: flex; justify-content: space-between;"> MINOR DIPLOMAT EYES HAZEL </div> <div style="display: flex; justify-content: space-between;"> ASSIGNMENT D.O.B. </div> <div style="text-align: right; font-size: small;">230101</div>
	1st																																							
	2nd																																							
	3rd																																							
	4th																																							
	5th																																							
	6th																																							
	Term Length																																							
	Efficiency	Cadet Cruise																																						
		Grad High Honors, - / -, Hood on both Tours																																						
1st	2 EX Silver Palms, Republic																																							
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3rd	3 AV -																																							
4th	4 Current Assign, 3yrs into 4yr Term																																							
5th																																								
6th																																								
7th																																								
8th																																								
9th																																								
10th																																								
	Personal/Family Notes Awards, Honorifics and Notes Cadet Cruise Grad High Honors, - / -, Hood on both Tours																																							
	CREDITS 9k																																							
	STR 56 END 64 INT 75 DEX 60 CHA 80 COOL 60 LUC 55 PSI 29																																							
	FOOLIES $(\text{CHA} + \text{COOL})/2$ round down 70																																							
	PERCEPTION $(\text{INT} + \text{LUC})/2$ round down 65																																							
	FOCUS $(\text{INT} + \text{COOL})/2$ round down 67																																							
	PERSEVERENCE $(\text{END} + \text{LUC})/2$ round down 59 $(\text{INT} + \text{LUC})/2$ round down 65																																							
	Administration 20 Demolitions Medicine ST Sensors Anthrop Disguise 24 ST Services Ecology Meteorology ST Weapon Ops Appraisal Electronics Negot/Diplomacy 40 ST Weapons Tech Archaeo Enviosuit Ops Oceanography Stealth/Hide 18 Federation History 15 Pers Wpn Tech Streetwise 20 Art Appreciation 5 Federation Law 28 Philosophy Survival Forgery Astron/Atrophys 20 Gaming Physics Track/Evade 10 Biology Gambling Psych Human 40 Trade & Commerce Botany Geology Transporter Ops 25 Bribery 26 Hvy Wpns Op/Tech Scrounge Transporter Tech Burglary History Seduction 70 Trivia Carousing 77 Holotechnology Shuttle Pilot 25 Chemistry Instruction 10 Shuttle Sys Tech 28 Variable-G Ops Combat Archaic Interrogation 36 Sm Equip Tech 20 Vehicle Op Grav 15 Club Armed 26 Intimidate 20 Sm Unit Tactics 14 H-T-H 34 Lang Orion Sports Warp Drive Tech Modern 33 ¹ Computer Op 30 Law ST Cbt Tac/Str Zoology Computer Tech Culture Orion 40 Leadership 20 ST Comm Proc K'zinti 11 Life Support Tech ST Comm Tech Dmg Ctrl Proc 10 Materials Science ST Engineering Def Shield Tech Mechanics ST Helm 																																							

ACTION POINTS		NATURAL 64	WOUND	FATIGUE	STUN	LUC Pool 55	PSI Vector 61	rd ((INT+CHA+PSI)/3)		
1	UNCONSCIOUS	CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL	PSI Pool	NATURAL		
2	UNCONSCIOUS	SAVE (END/2 rd)								
3	UNCONSCIOUS	SAVE (END/2 rd)	32							
4	UNCONSCIOUS	SAVE (END/4 rd)	16	BARE HAND DAMAGE ... <u>1d10+5</u> SKILL BONUS+ <u>1</u> TOTAL= <u>1d10+6</u>			TO HIT TABLE			
5	UNCONSCIOUS	UNC (END/10 rd)	6	WEAPON DAMAGE STR BONUS+ <u>2</u> SKILL BONUS+ <u>1</u> TOTAL= <u>3</u>			(SKILL + DEX)/2=TOHIT DMG			
6	Action Point Table		A Opportunity Action		To-Hit Modifiers					
7	Position Change		A Turn in Place 1 Stand-to-Sit or reverse 1 A Stand-to-Kneel or reverse 1 A Kneel-to-Prone or reverse 1		Target Modifiers					
8	Movement		Walk 1sq orthogonal 1 diagonal 1.5 Evade 1sq orthogonal 2 diagonal 3 Crawl 1sq orthogonal 2 diagonal 3 Run for full Turn 1/2 all AP Climb Stairs or Ladder 2x AP Climb Rope 3x AP Swim 2x AP		Range					
9					Point-Blank -15					
10	Equipment and Weapon Use		A Short Communication 1 Draw and Ready Device 2 A Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 A Quick-Draw and Fire 3 A Fire Ready Weapon 1 A Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2		Short 0					
	Combat and Emergency Evasion		A Attack min. 3 A Parry/Defend min. 2 A Dodge min. 3 A Duck Thrown Weapon 2 A Hide in Same Square 1 A Hide in Adjacent Square 4 A Roll Sideways 2 A Drop-to-Ready 1 A Drop-to-Prone 0 A Dive to Prone 2 A Dive Roll 4 Flying Tackle min. 4		Medium +15					
	Terrain Modifiers				Long +30					
					Extreme +45					
					Size					
					Very Small +30					
					Small +15					
					Man-size 0					
					Large -15					
					Specific Location +15					
					Position					
					Standing 0					
					Crouched +5					
					Prone -10					
					Concealment					
					≤ 1/3 0					
					1/3 - 2/3 +10					
					2/3 ≥ +30 or more					
					Movement					
					Stationary -15					
					Moving 0					
					Running +5					
					Attacker Modifiers					
					Aiming					
					Aimed Shot -25					
					Snapshot 0					
					Quick-Draw/Shoot +25					
					Wrong-Hand +20					
					Simultaneous Attacks +10 each					
					Movement					
					Stationary 0					
					Moving +5					
					Running +15					
					Evading +30					
					Vulcan Nerve Pinch					
					Target is: Die Mod					
					Totally Unawares -30					
					Surprised or Distracted -20					
					Alert and Aware +20					
					Aware of the Technique +40					

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	ALESIS BELLAQUA	AGE	36	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. Seduction, C	
HUMAN	DARAN V	HT	5'5	INT	C	2. Carousing, C	
BRANCH	INTELLIGENCE, MINOR DIPLOMAT	WT	100	DEX	D	3. Psych, Human, E	
RANK	OPERATIVE	HAIR	BLACK	CHA	B	4. Negot/Diplo, E	
CURRENT ASSIGNMENT		EYES	HAZEL	COOL	D	5. Interrogation, F	
		D.O.B.		LUC	E	Dept Head	<input checked="" type="checkbox"/> Y <input type="checkbox"/> N
				PSI	F	Cmd School	<input checked="" type="checkbox"/> Y <input type="checkbox"/> N
						Contact Team	<input checked="" type="checkbox"/> Y <input type="checkbox"/> F
						Certified?	<input checked="" type="checkbox"/> Y <input type="checkbox"/> N



Service Record

Honors

Grad High Honors
Silver Palms
Dec for Valor



Assignments 13 Years Served

Cadet Hood, 1yr, Hood 1yr
Term 1 Republic, 2yrs
Term 2 Constellation, 3yrs
Term 3 Academy Instructor, 3yrs
Term 4 Current Assign, 3yrs into 4yr Term
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name

Personal Notes and Lifepath

Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term

1

2

3

4

5

6

7

8

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10

Areas of Improvement	
Skills	Attribute
1	
2	
3	

Awards and Honors

Cadet

Term

1
2
3
4
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History and Notes

Dreams and Direction

STARFLEET OFFICER RECORD

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR	Passed Honors High Honors	NAME	AGE			
			SPECIES	P.O.B.	SEX		
					HT		
			RANK		WT		
			BRANCH		HAIR		
			ASSIGNMENT		EYES		
					D.O.B.		
	1st						
	2nd						
	3rd						
4th							
5th							
6th							
ACTIVE DUTY		Term Length	CREDITS				
		Efficiency	Awards, Honorifics and Notes Cadet Cruise				
1st							
2nd							
3rd							
4th							
5th							
6th							
7th							
8th							
9th							
10th							
STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES $(CHA+COOL)/2$ round down	PERCEPTION $(INT+LUC)/2$ round down	FOCUS $(INT+COOL)/2$ round down			PERSEVERENCE $(END+LUC)/2$ round down	$(INT+LUC)/2$ round down	
Administration	Demolitions	Medicine	ST Sensors				
Anthrop	Disguise		ST Services				
	Ecology	Meteorology	ST Weapon Ops				
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech				
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide				
	Federation History	Pers Wpn Tech	Streetwise				
Art	Federation Law	Philosophy	Survival				
	Forgery						
Astron/Atrophys	Gaming	Physics	Track/Evade				
Biology	Gambling	Psych	Trade & Commerce				
Botany	Geology		Transporter Ops				
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech				
Burglary	History	Seduction	Trivia				
Carousing		Shuttle Pilot					
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops				
Combat	Instruction	Sm Equip Tech	Vehicle Op				
Archaic	Interrogation	Sm Unit Tactics					
Armed	Intimidate	Sports	Warp Drive Tech				
H-T-H	Lang		Zoology				
Modern		ST Cbt Tac/Str					
Computer Op	Law	ST Comm Proc					
Computer Tech		ST Comm Tech					
Culture	Leadership	ST Engineering					
	Life Support Tech	ST Helm					
Dmg Ctrl Proc	Materials Science	ST Navigation					
Def Shield Tech	Mechanics	ST Security					

NAME

23010101

ACTION POINTS		UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd	
1	CURRENT							PSI Pool NATURAL		
2	SAVE (END/2 rd)									
3	SAVE (END/4 rd)									
4	UNC (END/10 rd)	BARE HAND DAMAGE		TO HIT TABLE (SKILL + DEX)/2 = TOHIT DMG		PER SETTING				
5		SKILL BONUS.....+		TOTAL.....=		Modern.....				
6		WEAPON DAMAGE		H-T-H.....					
7		STR BONUS.....+					
8		SKILL BONUS.....+					
9		TOTAL.....=					
10		Action Point Table		A Opportunity Action		To-Hit Modifiers				
11		<i>Position Change</i>		Target Modifiers		Dice Mod				
12		A Turn in Place 1		Range		Point-Blank -15				
13		Stand-to-Sit or reverse 1		Short 0		Short 0				
14		A Stand-to-Kneel or reverse 1		Medium +15		Medium +15				
15		A Kneel-to-Prone or reverse 1		Long +30		Long +30				
16		<i>Movement</i>		Extreme +45		Extreme +45				
		Walk 1sq orthogonal 1		Size		Very Small +30				
		diagonal 1.5		Small +15		Small +15				
		Evade 1sq orthogonal 2		Man-size 0		Man-size 0				
		diagonal 3		Large -15		Large -15				
		Crawl 1sq orthogonal 2		Specific Location +15		Specific Location +15				
		diagonal 3		Position		Standing 0				
		Run for full Turn 1/2 all AP		Crouched +5		Crouched +5				
		Climb Stairs or Ladder 2x AP		Prone -10		Prone -10				
		Climb Rope 3x AP		Concealment		Concealment				
		Swim 2x AP		≤ 1/3 0		≤ 1/3 0				
		<i>Equipment and Weapon Use</i>		1/3 - 2/3 +10		1/3 - 2/3 +10				
		A Short Communication 1		2/3 ≥ +30 or more		2/3 ≥ +30 or more				
		Draw and Ready Device 2		Movement		Stationary -15				
		A Operate Familiar Device 2		Moving 0		Moving 0				
		Draw and Ready Weapon 2		Running +5		Running +5				
		Aim Weapon 2		Attacker Modifiers		Aiming				
		A Quick-Draw and Fire 3		Aimed Shot -25		Aimed Shot -25				
		A Fire Ready Weapon 1		Snapshot 0		Snapshot 0				
		A Throw Ready Weapon 1		Quick-Draw/Shoot +25		Quick-Draw/Shoot +25				
		Adjust Weapon Settings 2		Wrong-Hand +20		Wrong-Hand +20				
		Reload Weapon 2		Simultaneous Attacks +10 each		Simultaneous Attacks +10 each				
		<i>Combat and Emergency Evasion</i>		Movement		Stationary 0				
		A Attack min. 3		Moving +5		Moving +5				
		A Parry/Defend min. 2		Running +15		Running +15				
		A Dodge min. 3		Evading +30		Evading +30				
		A Duck Thrown Weapon 2		Vulcan Nerve Pinch		Target is: Die Mod				
		A Hide in Same Square 1		Totally Unawares -30		Totally Unawares -30				
		A Hide in Adjacent Square 4		Surprised or Distracted -20		Surprised or Distracted -20				
		A Roll Sideways 2		Alert and Aware +20		Alert and Aware +20				
		A Drop-to-Ready 1		Aware of the Technique +40		Aware of the Technique +40				
		A Drop-to-Prone 0								
		A Dive to Prone 2								
		A Dive Roll 4								
		Flying Tackle min. 4								
		<i>Terrain Modifiers</i>								
		Clear, Road or Path 1x AP								
		Hills, Light Vegetation 2x AP								
		Swampy, Rocky, Hvy Veg 3x AP								
		Cliffs, Rough Terrain 2x - 4x AP								

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Y/ Head N
		PSI	Cmd Y/ School N
			Contact Team Y/ Certified? F N

23010101



Service Record

Honors

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Assignments _____ Years Served

Cadet

Term 1

Term 2

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10

Name

Personal Notes and Lifepath

Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term

1

2

3

4

5

6

7

8

9

10

Areas of Improvement

Skills	Attribute
1	
2	
3	

Awards and Honors

Cadet

Term

1
2
3
4
5
6
7
8
9
10

History and Notes

Dreams and Direction

STARFLEET OFFICER RECORD

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR	Passed Honors High Honors	NAME	AGE			
			SPECIES	P.O.B.	SEX		
					HT		
			RANK		WT		
			BRANCH		HAIR		
			ASSIGNMENT		EYES		
					D.O.B.		
	1st						
	2nd						
	3rd						
4th							
5th							
6th							
ACTIVE DUTY		Term Length	CREDITS				
		Efficiency	Awards, Honorifics and Notes Cadet Cruise				
1st							
2nd							
3rd							
4th							
5th							
6th							
7th							
8th							
9th							
10th							
STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES $(CHA+COOL)/2$ round down	PERCEPTION $(INT+LUC)/2$ round down	FOCUS $(INT+COOL)/2$ round down			PERSEVERENCE $(END+LUC)/2$ round down	$(INT+LUC)/2$ round down	
Administration	Demolitions	Medicine	ST Sensors				
Anthrop	Disguise		ST Services				
	Ecology	Meteorology	ST Weapon Ops				
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech				
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide				
	Federation History	Pers Wpn Tech	Streetwise				
Art	Federation Law	Philosophy	Survival				
	Forgery						
Astron/Atrophys	Gaming	Physics	Track/Evade				
Biology	Gambling	Psych	Trade & Commerce				
Botany	Geology		Transporter Ops				
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech				
Burglary	History	Seduction	Trivia				
Carousing		Shuttle Pilot					
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops				
Combat	Instruction	Sm Equip Tech	Vehicle Op				
Archaic	Interrogation	Sm Unit Tactics					
Armed	Intimidate	Sports	Warp Drive Tech				
H-T-H	Lang		Zoology				
Modern		ST Cbt Tac/Str					
Computer Op	Law	ST Comm Proc					
Computer Tech		ST Comm Tech					
Culture	Leadership	ST Engineering					
	Life Support Tech	ST Helm					
Dmg Ctrl Proc	Materials Science	ST Navigation					
Def Shield Tech	Mechanics	ST Security					

NAME

23010101

ACTION POINTS		UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd		
1	CURRENT							PSI Pool NATURAL			
2	SAVE (END/2 rd)										
3	SAVE (END/4 rd)										
4	UNC (END/10 rd)	BARE HAND DAMAGE		TO HIT TABLE (SKILL + DEX)/2 = TOHIT DMG							
5		SKILL BONUS.....+		TOTAL.....=		Modern.....PER SETTING					
6		WEAPON DAMAGE		H-T-H.....							
7		STR BONUS.....+									
8		SKILL BONUS.....+									
9		TOTAL.....=									
10		Action Point Table		A Opportunity Action							
11		<i>Position Change</i>									
12		A Turn in Place 1				To-Hit Modifiers					
13		Stand-to-Sit or reverse 1				Target Modifiers					
14		A Stand-to-Kneel or reverse 1				Dice Mod					
15		A Kneel-to-Prone or reverse 1									
16		<i>Movement</i>									
		Walk 1sq orthogonal 1				Range					
		diagonal 1.5				Point-Blank -15					
		Evade 1sq orthogonal 2				Short 0					
		diagonal 3				Medium +15					
		Crawl 1sq orthogonal 2				Long +30					
		diagonal 3				Extreme +45					
		Run for full Turn 1/2 all AP				Size					
		Climb Stairs or Ladder 2x AP				Very Small +30					
		Climb Rope 3x AP				Small +15					
		Swim 2x AP				Man-size 0					
		<i>Equipment and Weapon Use</i>				Large -15					
		A Short Communication 1				Specific Location +15					
		Draw and Ready Device 2				Position					
		A Operate Familiar Device 2				Standing 0					
		Draw and Ready Weapon 2				Crouched +5					
		Aim Weapon 2				Prone -10					
		A Quick-Draw and Fire 3				Concealment					
		A Fire Ready Weapon 1				≤ 1/3 0					
		A Throw Ready Weapon 1				1/3 - 2/3 +10					
		Adjust Weapon Settings 2				2/3 ≥ +30 or more					
		Reload Weapon 2				Movement					
		<i>Combat and Emergency Evasion</i>				Stationary -15					
		A Attack min. 3				Moving 0					
		A Parry/Defend min. 2				Running +5					
		A Dodge min. 3				Attacker Modifiers					
		A Dodge Thrown Weapon 2				Aiming					
		A Hide in Same Square 1				Aimed Shot -25					
		A Hide in Adjacent Square 4				Snapshot 0					
		A Roll Sideways 2				Quick-Draw/Shoot +25					
		A Drop-to-Ready 1				Wrong-Hand +20					
		A Drop-to-Prone 0				Simultaneous Attacks +10 each					
		A Dive to Prone 2				Movement					
		A Dive Roll 4				Stationary 0					
		Flying Tackle min. 4				Moving +5					
		<i>Terrain Modifiers</i>				Running +15					
		Clear, Road or Path 1x AP				Evading +30					
		Hills, Light Vegetation 2x AP				Vulcan Nerve Pinch					
		Swampy, Rocky, Hvy Veg 3x AP				Target is: Die Mod					
		Cliffs, Rough Terrain 2x - 4x AP				Totally Unawares -30					
	230101.01					Surprised or Distracted -20					
						Alert and Aware +20					
						Aware of the Technique +40					

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Y/ Head N
		PSI	Cmd Y/ School N
			Contact Team Y/ Certified? F N

23010101



Service Record

Honors

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Assignments _____ Years Served

Cadet

Term 1

Term 2

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10

Name

Personal Notes and Lifepath

Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term

1
2
3
4
5
6
7
8
9
10

Areas of Improvement	
Skills	Attribute
1	
2	
3	

Awards and Honors

Cadet

Term

1
2
3
4
5
6
7
8
9
10

History and Notes

Dreams and Direction

STARFLEET OFFICER RECORD

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR	Passed Honors High Honors	NAME	AGE			
			SPECIES	P.O.B.	SEX		
					HT		
			RANK		WT		
			BRANCH		HAIR		
			ASSIGNMENT		EYES		
					D.O.B.		
	1st						
	2nd						
	3rd						
4th							
5th							
6th							
ACTIVE DUTY		Term Length	CREDITS				
		Efficiency	Awards, Honorifics and Notes Cadet Cruise				
1st							
2nd							
3rd							
4th							
5th							
6th							
7th							
8th							
9th							
10th							
STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES $(CHA+COOL)/2$ round down	PERCEPTION $(INT+LUC)/2$ round down	FOCUS $(INT+COOL)/2$ round down			PERSEVERENCE $(END+LUC)/2$ round down	$(INT+LUC)/2$ round down	
Administration	Demolitions	Medicine	ST Sensors				
Anthrop	Disguise		ST Services				
	Ecology	Meteorology	ST Weapon Ops				
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech				
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide				
	Federation History	Pers Wpn Tech	Streetwise				
Art	Federation Law	Philosophy	Survival				
	Forgery						
Astron/Atrophys	Gaming	Physics	Track/Evade				
Biology	Gambling	Psych	Trade & Commerce				
Botany	Geology		Transporter Ops				
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech				
Burglary	History	Seduction	Trivia				
Carousing		Shuttle Pilot					
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops				
Combat	Instruction	Sm Equip Tech	Vehicle Op				
Archaic	Interrogation	Sm Unit Tactics					
Armed	Intimidate	Sports	Warp Drive Tech				
H-T-H	Lang		Zoology				
Modern		ST Cbt Tac/Str					
Computer Op	Law	ST Comm Proc					
Computer Tech		ST Comm Tech					
Culture	Leadership	ST Engineering					
	Life Support Tech	ST Helm					
Dmg Ctrl Proc	Materials Science	ST Navigation					
Def Shield Tech	Mechanics	ST Security					

NAME
23010101

ACTION POINTS		UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
1	CURRENT							PSI Pool NATURAL	
2	SAVE (END/2 rd)								
3	SAVE (END/4 rd)								
4	UNC (END/10 rd)	BARE HAND DAMAGE		TO HIT TABLE (SKILL + DEX)/2 = TOHIT DMG		PER SETTING			
5		SKILL BONUS.....+		TOTAL.....=		Modern.....			
6		STR BONUS.....+		H-T-H.....				
7		SKILL BONUS.....+				
8		TOTAL.....=				
9		Action Point Table		A Opportunity Action		To-Hit Modifiers			
10		<i>Position Change</i>		<i>Target Modifiers</i>		<i>Dice Mod</i>			
11		A Turn in Place 1		Range		Point-Blank -15			
12		Stand-to-Sit or reverse 1		Short 0		Short 0			
13		A Stand-to-Kneel or reverse 1		Medium +15		Medium +15			
14		A Kneel-to-Prone or reverse 1		Long +30		Long +30			
15		<i>Movement</i>		Extreme +45		Extreme +45			
16		Walk 1sq orthogonal 1		<i>Size</i>		Very Small +30			
		diagonal 1.5		Small +15		Small +15			
		Evade 1sq orthogonal 2		Man-size 0		Man-size 0			
		diagonal 3		Large -15		Large -15			
		Crawl 1sq orthogonal 2		Specific Location +15		Specific Location +15			
		diagonal 3		<i>Position</i>		Standing 0			
		Run for full Turn 1/2 all AP		Crouched +5		Crouched +5			
		Climb Stairs or Ladder 2x AP		Prone -10		Prone -10			
		Climb Rope 3x AP		<i>Concealment</i>		Concealment			
		Swim 2x AP		≤ 1/3 0		≤ 1/3 0			
		<i>Equipment and Weapon Use</i>		1/3 - 2/3 +10		1/3 - 2/3 +10			
		A Short Communication 1		2/3 ≥ +30 or more		2/3 ≥ +30 or more			
		Draw and Ready Device 2		<i>Movement</i>		Stationary -15			
		A Operate Familiar Device 2		Moving 0		Moving 0			
		Draw and Ready Weapon 2		Running +5		Running +5			
		Aim Weapon 2		<i>Attacker Modifiers</i>		<i>Aiming</i>			
		A Quick-Draw and Fire 3		Aimed Shot -25		Aimed Shot -25			
		A Fire Ready Weapon 1		Snapshot 0		Snapshot 0			
		A Throw Ready Weapon 1		Quick-Draw/Shoot +25		Quick-Draw/Shoot +25			
		Adjust Weapon Settings 2		Wrong-Hand +20		Wrong-Hand +20			
		Reload Weapon 2		Simultaneous Attacks +10 each		Simultaneous Attacks +10 each			
		<i>Combat and Emergency Evasion</i>		<i>Movement</i>		Stationary 0			
		A Attack min. 3		Moving +5		Moving +5			
		A Parry/Defend min. 2		Running +15		Running +15			
		A Dodge min. 3		Evading +30		Evading +30			
		A Duck Thrown Weapon 2		<i>Vulcan Nerve Pinch</i>		Vulcan Nerve Pinch			
		A Hide in Same Square 1		Target is:		Target is:			
		A Hide in Adjacent Square 4		Die Mod		Die Mod			
		A Roll Sideways 2		Totally Unawares -30		Totally Unawares -30			
		A Drop-to-Ready 1		Surprised or Distracted -20		Surprised or Distracted -20			
		A Drop-to-Prone 0		Alert and Aware +20		Alert and Aware +20			
		A Dive to Prone 2		Aware of the Technique +40		Aware of the Technique +40			
		A Dive Roll 4							
		Flying Tackle min. 4							
		<i>Terrain Modifiers</i>							
		Clear, Road or Path 1x AP							
		Hills, Light Vegetation 2x AP							
		Swampy, Rocky, Hvy Veg 3x AP							
		Cliffs, Rough Terrain 2x - 4x AP							

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Y/ Head N
		PSI	Cmd Y/ School N
			Contact Team Y/ Certified? F N

23010101



Service Record

Honors

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Assignments _____ Years Served

Cadet

Term 1

Term 2

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10

Name

Personal Notes and Lifepath

Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term

1

2

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Areas of Improvement

Skills	Attribute
1	
2	
3	

Awards and Honors

Cadet

Term

1
2
3
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History and Notes

Dreams and Direction

STARFLEET OFFICER RECORD

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR	Passed Honors High Honors	NAME	AGE			
			SPECIES	P.O.B.	SEX		
					HT		
			RANK		WT		
			BRANCH		HAIR		
			ASSIGNMENT		EYES		
					D.O.B.		
	1st						
	2nd						
	3rd						
4th							
5th							
6th							
ACTIVE DUTY		Term Length	CREDITS				
		Efficiency	Awards, Honorifics and Notes Cadet Cruise				
1st							
2nd							
3rd							
4th							
5th							
6th							
7th							
8th							
9th							
10th							
STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES $(CHA+COOL)/2$ round down	PERCEPTION $(INT+LUC)/2$ round down	FOCUS $(INT+COOL)/2$ round down			PERSEVERENCE $(END+LUC)/2$ round down	$(INT+LUC)/2$ round down	
Administration	Demolitions	Medicine	ST Sensors				
Anthrop	Disguise		ST Services				
	Ecology	Meteorology	ST Weapon Ops				
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech				
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide				
	Federation History	Pers Wpn Tech	Streetwise				
Art	Federation Law	Philosophy	Survival				
	Forgery						
Astron/Atrophys	Gaming	Physics	Track/Evade				
Biology	Gambling	Psych	Trade & Commerce				
Botany	Geology		Transporter Ops				
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech				
Burglary	History	Seduction	Trivia				
Carousing		Shuttle Pilot					
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops				
Combat	Instruction	Sm Equip Tech	Vehicle Op				
Archaic	Interrogation	Sm Unit Tactics					
Armed	Intimidate	Sports	Warp Drive Tech				
H-T-H	Lang		Zoology				
Modern		ST Cbt Tac/Str					
Computer Op	Law	ST Comm Proc					
Computer Tech		ST Comm Tech					
Culture	Leadership	ST Engineering					
	Life Support Tech	ST Helm					
Dmg Ctrl Proc	Materials Science	ST Navigation					
Def Shield Tech	Mechanics	ST Security					

NAME

23010101

ACTION POINTS		UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd		
1	CURRENT							PSI Pool NATURAL			
2	SAVE (END/2 rd)										
3	SAVE (END/4 rd)										
4	UNC (END/10 rd)	BARE HAND DAMAGE		TO HIT TABLE (SKILL + DEX)/2 = TOHIT DMG							
5		SKILL BONUS.....+		TOTAL.....=		Modern.....PER SETTING					
6		WEAPON DAMAGE		H-T-H.....							
7		STR BONUS.....+									
8		SKILL BONUS.....+									
9		TOTAL.....=									
10		Action Point Table		A Opportunity Action							
11		<i>Position Change</i>									
12		A Turn in Place 1				To-Hit Modifiers					
13		Stand-to-Sit or reverse 1				Target Modifiers					
14		A Stand-to-Kneel or reverse 1				Dice Mod					
15		A Kneel-to-Prone or reverse 1									
16		<i>Movement</i>									
		Walk 1sq orthogonal 1				Range					
		diagonal 1.5				Point-Blank -15					
		Evade 1sq orthogonal 2				Short 0					
		diagonal 3				Medium +15					
		Crawl 1sq orthogonal 2				Long +30					
		diagonal 3				Extreme +45					
		Run for full Turn 1/2 all AP				Size					
		Climb Stairs or Ladder 2x AP				Very Small +30					
		Climb Rope 3x AP				Small +15					
		Swim 2x AP				Man-size 0					
		<i>Equipment and Weapon Use</i>				Large -15					
		A Short Communication 1				Specific Location +15					
		Draw and Ready Device 2				Position					
		A Operate Familiar Device 2				Standing 0					
		Draw and Ready Weapon 2				Crouched +5					
		Aim Weapon 2				Prone -10					
		A Quick-Draw and Fire 3				Concealment					
		A Fire Ready Weapon 1				≤ 1/3 0					
		A Throw Ready Weapon 1				1/3 - 2/3 +10					
		Adjust Weapon Settings 2				2/3 ≥ +30 or more					
		Reload Weapon 2				Movement					
		<i>Combat and Emergency Evasion</i>				Stationary -15					
		A Attack min. 3				Moving 0					
		A Parry/Defend min. 2				Running +5					
		A Dodge min. 3				Attacker Modifiers					
		A Dodge Thrown Weapon 2				Aiming					
		A Hide in Same Square 1				Aimed Shot -25					
		A Hide in Adjacent Square 4				Snapshot 0					
		A Roll Sideways 2				Quick-Draw/Shoot +25					
		A Drop-to-Ready 1				Wrong-Hand +20					
		A Drop-to-Prone 0				Simultaneous Attacks +10 each					
		A Dive to Prone 2				Movement					
		A Dive Roll 4				Stationary 0					
		Flying Tackle min. 4				Moving +5					
		<i>Terrain Modifiers</i>				Running +15					
		Clear, Road or Path 1x AP				Evading +30					
		Hills, Light Vegetation 2x AP				Vulcan Nerve Pinch					
		Swampy, Rocky, Hvy Veg 3x AP				Target is:					
		Cliffs, Rough Terrain 2x - 4x AP				Die Mod					

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Y/ Head N
		PSI	Cmd Y/ School N
			Contact Team Y/ Certified? F N

23010101



Service Record

Honors

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Assignments _____ Years Served

Cadet

Term 1

Term 2

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10

Name

Personal Notes and Lifepath

Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht/Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term

1
2
3
4
5
6
7
8
9
10

Areas of Improvement	
Skills	Attribute
1	
2	
3	

Awards and Honors

Cadet

Term

1
2
3
4
5
6
7
8
9
10

History and Notes

Dreams and Direction

STARFLEET OFFICER RECORD

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR	Passed Honors High Honors	NAME	AGE			
			SPECIES	P.O.B.	SEX		
					HT		
			RANK		WT		
			BRANCH		HAIR		
			ASSIGNMENT		EYES		
					D.O.B.		
	1st						
	2nd						
	3rd						
4th							
5th							
6th							
ACTIVE DUTY		Term Length	CREDITS				
		Efficiency	Awards, Honorifics and Notes Cadet Cruise				
1st							
2nd							
3rd							
4th							
5th							
6th							
7th							
8th							
9th							
10th							
STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES $(CHA+COOL)/2$ round down	PERCEPTION $(INT+LUC)/2$ round down	FOCUS $(INT+COOL)/2$ round down			PERSEVERENCE $(END+LUC)/2$ round down	$(INT+LUC)/2$ round down	
Administration	Demolitions	Medicine	ST Sensors				
Anthrop	Disguise		ST Services				
	Ecology	Meteorology	ST Weapon Ops				
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech				
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide				
	Federation History	Pers Wpn Tech	Streetwise				
Art	Federation Law	Philosophy	Survival				
	Forgery						
Astron/Atrophys	Gaming	Physics	Track/Evade				
Biology	Gambling	Psych	Trade & Commerce				
Botany	Geology		Transporter Ops				
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech				
Burglary	History	Seduction	Trivia				
Carousing		Shuttle Pilot					
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops				
Combat	Instruction	Sm Equip Tech	Vehicle Op				
Archaic	Interrogation	Sm Unit Tactics					
Armed	Intimidate	Sports	Warp Drive Tech				
H-T-H	Lang		Zoology				
Modern		ST Cbt Tac/Str					
Computer Op	Law	ST Comm Proc					
Computer Tech		ST Comm Tech					
Culture	Leadership	ST Engineering					
	Life Support Tech	ST Helm					
Dmg Ctrl Proc	Materials Science	ST Navigation					
Def Shield Tech	Mechanics	ST Security					

NAME
23010101

ACTION POINTS		UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
1	CURRENT							PSI Pool NATURAL	
2	SAVE (END/2 rd)								
3	SAVE (END/4 rd)								
4	UNC (END/10 rd)	BARE HAND DAMAGE		TO HIT TABLE (SKILL + DEX)/2 = TOHIT DMG		PER SETTING			
5		SKILL BONUS.....+		TOTAL.....=		Modern.....			
6		STR BONUS.....+		H-T-H.....				
7		SKILL BONUS.....+				
8		TOTAL.....=				
9		Action Point Table		A Opportunity Action		To-Hit Modifiers			
10		<i>Position Change</i>		<i>Target Modifiers</i>		<i>Dice Mod</i>			
11		A Turn in Place 1		Range		Point-Blank -15			
12		Stand-to-Sit or reverse 1		Short 0		Short 0			
13		A Stand-to-Kneel or reverse 1		Medium +15		Medium +15			
14		A Kneel-to-Prone or reverse 1		Long +30		Long +30			
15		<i>Movement</i>		Extreme +45		Extreme +45			
16		Walk 1sq orthogonal 1		<i>Size</i>		Very Small +30			
		diagonal 1.5		Small +15		Small +15			
		Evade 1sq orthogonal 2		Man-size 0		Man-size 0			
		diagonal 3		Large -15		Large -15			
		Crawl 1sq orthogonal 2		Specific Location +15		Specific Location +15			
		diagonal 3		<i>Position</i>		Standing 0			
		Run for full Turn 1/2 all AP		Crouched +5		Crouched +5			
		Climb Stairs or Ladder 2x AP		Prone -10		Prone -10			
		Climb Rope 3x AP		<i>Concealment</i>		Concealment			
		Swim 2x AP		≤ 1/3 0		≤ 1/3 0			
		<i>Equipment and Weapon Use</i>		1/3 - 2/3 +10		1/3 - 2/3 +10			
		A Short Communication 1		2/3 ≥ +30 or more		2/3 ≥ +30 or more			
		Draw and Ready Device 2		<i>Movement</i>		Stationary -15			
		A Operate Familiar Device 2		Moving 0		Moving 0			
		Draw and Ready Weapon 2		Running +5		Running +5			
		Aim Weapon 2		<i>Attacker Modifiers</i>		<i>Aiming</i>			
		A Quick-Draw and Fire 3		Aimed Shot -25		Aimed Shot -25			
		A Fire Ready Weapon 1		Snapshot 0		Snapshot 0			
		A Throw Ready Weapon 1		Quick-Draw/Shoot +25		Quick-Draw/Shoot +25			
		Adjust Weapon Settings 2		Wrong-Hand +20		Wrong-Hand +20			
		Reload Weapon 2		Simultaneous Attacks +10 each		Simultaneous Attacks +10 each			
		<i>Combat and Emergency Evasion</i>		<i>Movement</i>		Stationary 0			
		A Attack min. 3		Moving +5		Moving +5			
		A Parry/Defend min. 2		Running +15		Running +15			
		A Dodge min. 3		Evading +30		Evading +30			
		A Duck Thrown Weapon 2		<i>Vulcan Nerve Pinch</i>		Vulcan Nerve Pinch			
		A Hide in Same Square 1		Target is:		Target is:			
		A Hide in Adjacent Square 4		Die Mod		Die Mod			
		A Roll Sideways 2		Totally Unawares -30		Totally Unawares -30			
		A Drop-to-Ready 1		Surprised or Distracted -20		Surprised or Distracted -20			
		A Drop-to-Prone 0		Alert and Aware +20		Alert and Aware +20			
		A Dive to Prone 2		Aware of the Technique +40		Aware of the Technique +40			
		A Dive Roll 4							
		Flying Tackle min. 4							
		<i>Terrain Modifiers</i>							
		Clear, Road or Path 1x AP							
		Hills, Light Vegetation 2x AP							
		Swampy, Rocky, Hvy Veg 3x AP							
		Cliffs, Rough Terrain 2x - 4x AP							

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CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Y/ Head N
		PSI	Cmd Y/ School N
			Contact Team Y/ Certified? F N

23010101



Service Record

Honors

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Assignments _____ Years Served

Cadet

Term 1

Term 2

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10

~fin~

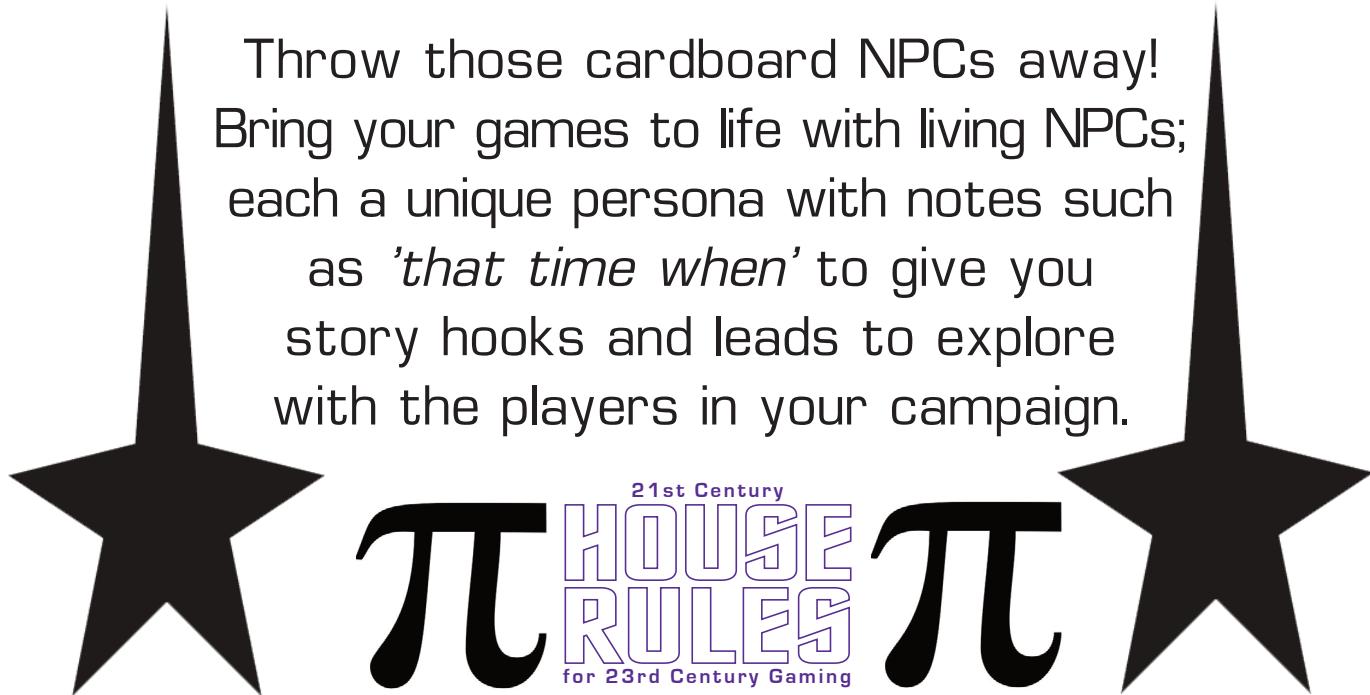
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To seek out new life and new civilizations.
To boldly go where none a'gone a'fore. R'yup."



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